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Captain Sisko and the Dominion
 Leading STARFLEET's forces into battle

Dala's cunning plan
 Impersonating Captain Janeway

Kohlar in the Delta Quadrant
 Abandoning the Empire in search of faith

Engramatic Devices
 The Mari explore violent thoughts



The Dinaal Hospital Ship
 Rationing treatment on social status

Minister Ayelborne of Organia
 Leading the Council of Elders

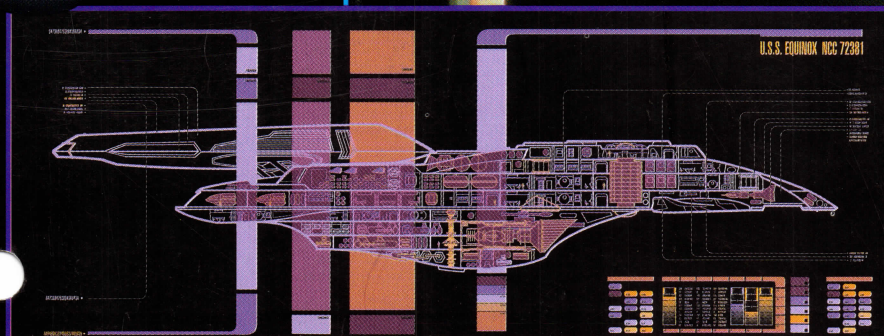


ISSN 1364-3983



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U.S.S. EQUINOX NCC-72381
 Nova-Class Vessel - Deck-by-Deck



Personnel Files

CAPTAIN SIKKO and the DOMINION: Part 1
KOHLEAR
DALA
AYELBORNE

Equipment & Technology

MARI Engramatic Devices

Starship Log

STAR TREK: VOYAGER – 'Shattered'

Personnel Files

DR. SARA KINGSLEY
HANEK
MARAYNA

EQUIPMENT & TECHNOLOGY

LEVITATION BOOTS

Starship Log

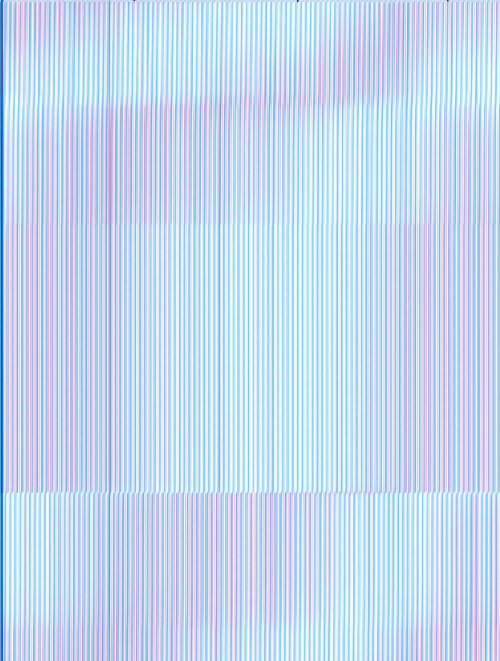
STAR TREK: VOYAGER – 'Lineage'

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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 61

DELTA QUADRANT



CHARTING
THE GALAXY

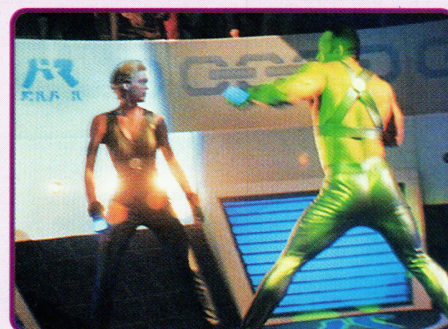
NORCADIA

CLASS-M PLANET

The crew of the **U.S.S. Voyager NCC-74656** visit the planet **Norcadia** when they have the rare opportunity for some well-deserved shore leave in 2376. The planet is a **Class-M** world populated by an advanced civilization, and from orbit, its brown-yellow surface is seen to feature large landmasses and expanses of water. During *Voyager's* stay in orbit of Norcadia, **Captain Kathryn Janeway** takes the opportunity to visit **Pendari** in the neighboring system, leaving **Commander Chakotay** in command. Like many of the crew, the commander enjoys **Tsunkatse**, a fighting game that requires both strength and agility. **Neelix** spends his time on the beautiful beaches, but suffers from terrible sunburn due to the twin suns that Norcadia orbits. The **Doctor** enjoys Norcadia in a different way, and hopes to convince the crew to visit the planet's museums, which are reported to be among the best in the sector; he is particularly interested in the **Museum of Entomology** which features an exhibit of beetle larvae from the equatorial sub continent.

Chakotay, **Lt. B'Elanna Torres**, **Ensign Harry Kim**, **Lt. Tom Paris**, and **Neelix** all later return to the **Tsunkatse** arena to enjoy another match, but to their horror **Seven of Nine** is revealed to be one of the combatants. An attempt to transport her out of the arena reveals that the bouts are actually transmitted from a ship within the **Norcadian System**. **Neelix** attempts to arrange the release of **Seven** and **Lt. Commander Tuvok**, who has also been abducted, through diplomatic channels, but is told that the Norcadians are "shocked to learn that off-worlders might be participating against their will." An ambassador assures him that he will start an immediate investigation, although it is not a convincing promise. **Neelix** also has the opportunity to speak with a **Pendari** delegate, and discovers that a huge percentage of Norcadia's revenue comes from **Tsunkatse**. This presents the likelihood that the Norcadians are not particularly worried about where the competitors come from.

Realizing that **Seven** and **Tuvok** will not



▲ **Seven of Nine is forced to take part in the popular Tsunkatse fights for the pleasure of the Norcadians.**

be released through diplomatic channels, **Chakotay** requests that **Janeway** returns from her vacation to help them. In a battle with the **Tsunkatse Vessel**, *Voyager* and the **Delta Flyer** manage to weaken its shields and rescue **Seven**, **Tuvok**, and a **Hirogen** fighter.

FIRST VISITED: STARDATE 53447

STARSHIP LOG: 'TSUNKATSE'

PENDARI

CLASS-M PLANET

When the crew of the **U.S.S. Voyager NCC-74656** are enjoying shore leave on the **Norcadian** homeworld, **Captain Kathryn Janeway** takes the opportunity to visit **Pendari**, a planet in the neighboring system. Her vacation is cut short when **Seven of Nine** and **Lt.**

Commander Tuvok are abducted by an alien named **Penk** who wants them to fight for him in the popular **Tsunkatse** bouts.

FIRST VISITED: STARDATE 53447 STARSHIP LOG: 'TSUNKATSE'

BRUNALI

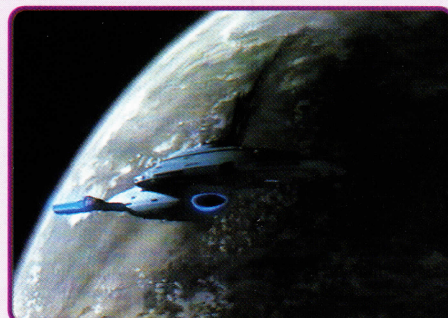
CLASS-M PLANET

The crew of the **U.S.S. Voyager NCC-74656** travel to the **Brunali** homeworld to return **Icheb**, the young, former **Borg drone**, to his parents. The planet is dusty brown with a concentration of people in the northern continent, although this region is incredibly arid. The **Brunali** homeworld is located close to the terminus of a **Borg transwarp conduit**, and has suffered many attacks which have left permanent scars on the surface in the form of immense craters. Somehow, the people left unhurt have been able to regroup and build small settlements, but due to the possibility of more attacks from the **Borg** they have to hide any new technology. **Icheb**, although nervous

to see his parents and friends again after his assimilation by the **Borg**, is pleased to return, and hopes to assist in the development of his world. **Seven of Nine**, who has been acting as a guardian to the boy, is suspicious of the **Brunali** people and is apprehensive to leave **Icheb** there. Her intuitions are correct when the crew discover that **Icheb** is actually a weapon created by the **Brunali** to destroy the **Borg**. When **Icheb's** parents try to return him to the collective, **Captain Kathryn Janeway** intervenes and once again rescues the boy.

FIRST VISITED: 2376

STARSHIP LOG: 'CHILD'S PLAY'



▲ **The U.S.S. VOYAGER NCC-74656 orbits Brunali while Icheb becomes reacquainted with his parents.**



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 61



CHARTING
THE GALAXY

DELTA QUADRANT

UNNAMED PLANET

CLASS-M PLANET

Lt. Tom Paris and Neelix discover this desolate planet on an away mission, and transport to the surface to investigate an extensive network of caves. There, they meet **Dala** and **Mobar** – two con artists dressed as clerics – within the caves. When Paris says that his scans showed no trace of anyone, Mobar replies that they dampen their lifesigns so their meditation won't be disturbed by seculars from the surface. They begin a cleansing ritual asking the "Great Ones" for forgiveness. Dala relates their suffering to the two visitors, and even claims that Neelix resembles **Lothos**, the god that they worship by making a pilgrimage to take food to the orphans on **Narva**. When Dala reveals that

this year they cannot make the journey because they have no food, Tom and Neelix suggest that they make a trade. They return to the **Delta Flyer** where the impostors manage to download the entire database. The information they gather helps them with their later disguise as **Starfleet** officers **Captain Kathryn Janeway**, and **Lt. Commander Tuvok** of the **U.S.S. Voyager NCC-74656**. When their ruse is discovered, the real Janeway puts together a plan to trick the impostors, and so follow them back to their hiding place on this planet where they store all their spoils. The **Doctor** uses his **holomitter** to disguise himself as Dala, and in so doing follows her crew back to the caves.



Dala and Mobar beam down to the Class-M planet after the away team has arrived, claiming to be ecclesiastics.

FIRST VISITED: STARDATE 53849

STARSHIP LOG: 'LIVE FAST AND PROSPER'

TELSIUS

CLASS-M PLANET

Telsius is a mining planet that used to be the biggest supplier of **bolomite** in the sector. When the crew of the **U.S.S. Voyager NCC-74656** visit the planet they are attempting to smooth over relations with the **Telsians**, after discovering that **Dala** and her crew are impersonating the **Starfleet** personnel. These impostors earlier visited Telsius and offered to exchange **dilithium** for bolomite. They stole the ore, however, and swiftly disappeared. **Inspector Orek** of the **Telsian Trade Authority** contacts the real **Captain Kathryn**

Janeway and warns that appropriate action will be taken if their dilithium is not delivered. They make a deal that releases **Voyager** from responsibility as long as they find the impostors that stole the bolomite. The Telsians do not seem to be a forgiving society, but this could be due to the fact that the mines have not been running at full capacity due to a shortage of dilithium that operates the refinery.

FIRST VISITED: STARDATE 53849

STARSHIP LOG: 'LIVE FAST AND PROSPER'



The planet Telsius is home to one of the biggest bolomite suppliers in this region of the Delta Quadrant.

UNNAMED PLANET

CLASS-L PLANET

Lt. B'Elanna Torres and Ensign Harry Kim are on an away mission surveying planets for **dilithium**, when the **Delta Flyer** is hit by a **spatial eddy** and sent spiralling out of control. Before the **Flyer** crashes on the surface of the fourth planet in the system they are investigating, Torres orders Kim to abandon ship in an escape pod, which he manages to land about 200 kilometers from where the **Delta Flyer** finally comes to rest. B'Elanna receives a head injury in the crash and is knocked unconscious.

When she comes round she finds she has been captured by **Kelis**, a local playwright who is using what he knows of her and the **Delta Flyer's** computer to write his plays.

The planet is green and lush with extensive wild mountainous regions, leaving much of the surface undeveloped. Rich deposits of dilithium are found across the planet, which the native people call "winter's tears."

The inhabitants have reached a pre-industrial level, and are governed by a feudal aristocracy. The land is divided between patrons who

monitor the tenants who work on it.

B'Elanna decides that the best way of extricating herself from her situation is to help Kelis with his plays in exchange for his help repairing the **Delta Flyer**. Kelis believes B'Elanna is one of the **Eternals**, which he regards as a kind of god that lives in a celestial region, who sometimes interfere with mortals. From what he discovers on the **Delta Flyer** he writes plays about the **U.S.S. Voyager NCC-74656** and its crew, in the hope that he can prevent his patron going to war with a rival ruler. B'Elanna is introduced to the performers as someone "from across the sea who has studied the Eternals." Kelis's partner follows her back to the **Flyer**, however, and asks B'Elanna to leave Kelis alone or she will expose her as an Eternal.

Harry manages to locate the **Delta Flyer** by traveling through the night and locating it with his **tricorder**. He brings with him an emergency transmitter from his escape pod with which they are able to contact **Voyager**. Before she leaves the planet B'Elanna decides

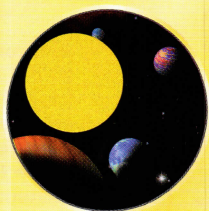
that she has to help Kelis with his final play, for which he cannot decide an ending. She goes to the performance, and toward the end of the play she transports herself to **Voyager**, leaving the audience in the belief that she really is an Eternal.

FIRST VISITED: 2376

STARSHIP LOG: 'MUSE'



The DELTA FLYER crashes in a region of dense forest on an undesignated Class-L planet in the Delta Quadrant.



STAR SYSTEMS

The Guide to the STAR TREK Galaxy

FILE 4 CARD 33

THE DEVOLIN SYSTEM



STAR SYSTEMS

Situated on the borders of Federation and Romulan space, this asteroid-filled star system is the site of a mission to rescue a top secret prototype starship in 2370.

The **Devolin System** is situated in the **Beta Quadrant** of the Galaxy, in the zone of space designated **Sector 1607** by **Starfleet**

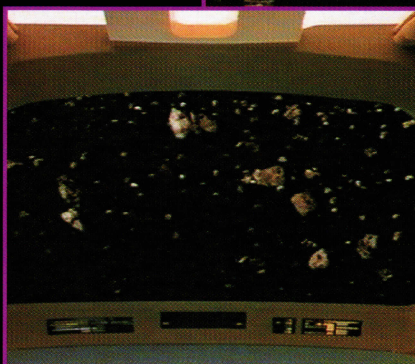
astronomers. This solar system is an interesting departure from more typical stellar formations apparently possessing only one single star. Rather than possessing a series of discreet planetary bodies arranged in orbits around the central star, the Devolin system consists solely of a vast debris belt of asteroids and dust. This massive area of rocky

fragments forms a phenomenon known as an accretion disk, a flat circle of drifting asteroids circling the star Devolin.

Age unidentified

Astronomical and geological scans of the belt are limited, but the lack of planets in the Devolin System indicates one of two possibilities; first, that Devolin may be a very young star, still in the process of forming a planetary system around itself; or second, that the Devolin System may have been the site of a massive, destructive

The U.S.S. ENTERPRISE NCC-1701-D enters the Devolin System to salvage the U.S.S. PEGASUS NCC-53847.



The Devolin System is an empty, lifeless expanse of asteroids and dust – whether it is young and evolving, or an old and dying system is unknown.

OTHER CARDS IN THIS FILE...

- 16 BERSALLIS III
- 23 DELTA RANA IV
- 24 DELPHI ARDU

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATIONFile 69

ROMULAN CONFRONTATION

Ships ahoy!

The face-off in the Devolin System between Captain Jean-Luc Picard of the *U.S.S. Enterprise NCC-1701-D* and Subcommander Sirol of the *Warbird Terix* marks only one in a series of confrontations between Federation and Romulan starships. In 2266, Captain James T. Kirk makes the first visual encounter with a Romulan since the war of 2160; Kirk's *Enterprise* is later involved in two dubious incursions into the Romulan Neutral Zone in 2367 and 2368. After the notorious Tomed Incident in 2311, Romulan contact is virtually nil until 2364, when a *Warbird* makes a tense contact with the *U.S.S. Enterprise NCC-1701-D*. Under Picard's command, the *Enterprise* confronts Romulan ships on a number of other occasions in 2365 and 2366; other starships, such as the experimental *U.S.S. Prometheus NX-59650*, have also felt the sharp end of conflict with this wily enemy.

The ENTERPRISE and the TERIX share a tense encounter in the Devolin System.



Subcommander Sirol claims to be in the Devolin system on a routine scanning mission, but he too is searching for the PEGASUS.

Designation The Devolin System

Class N/A

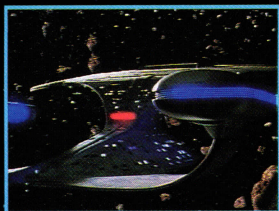
Quadrant Beta

Inhabitants None

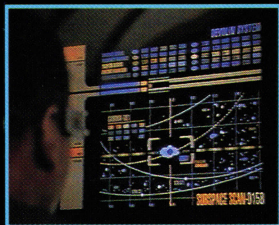
Location Uninhabited star system in area known to Federation astronomers as Sector 1607. Officially in unclaimed territory near the Romulan Neutral Zone.

Important Features System revolves around a single live star – Devolin. Debris of asteroids and dust create a flat circular pattern orbiting the star known as an accretion disk.

Starship log STAR TREK: THE NEXT GENERATION 'The Pegasus'



▲ **The U.S.S. ENTERPRISE NCC-1701-D enters the Devolin System under the supervision of Admiral Pressman, who knows the area and its perils.**



▲ **The diagnostic viewscreen displays a diagram of the Devolin System in its entirety.**

catastrophe that destroyed any planetary bodies orbiting the star, leaving only their shattered remains behind. The system is large enough that a dedicated scan of it all will take a **Galaxy-class** starship a full seven days, traversing a wide search grid.

Empty space

No apparent life of any kind exists within the Devolin System; even the most basic organisms would be hard-pressed to cling to life among this asteroid field, although in theory, simple, primitive life forms might survive deep within chasms inside the asteroid interiors. Local ambient energies cause periodic gaseous anomalies – perhaps a by-product of collisions between asteroids – and the Devolin star produces a vast amount of ionizing radiation, deadly to organic tissue and strong enough to cloud standard starship sensors. The system is located near to the **Romulan Neutral Zone**, and within short transit range of **Starbase 247**, in an unclaimed area of space that both **Federation** starships and those of the **Romulan Star Empire** can freely visit.

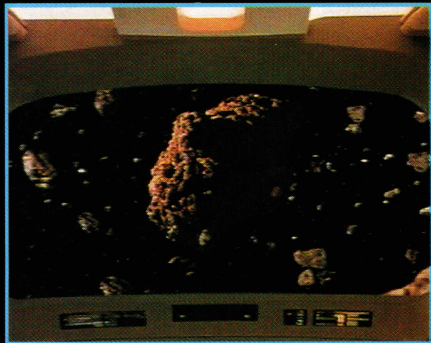
Aside from long-range scans by scout ships, the first visit to this system by

The Guide to the STAR TREK Galaxy

FILE 4 CARD 33

THE DEVOLIN SYSTEM

▼ **The asteroid Gamma 601 is identified as the stony resting place of the U.S.S. PEGASUS NCC-53847.**

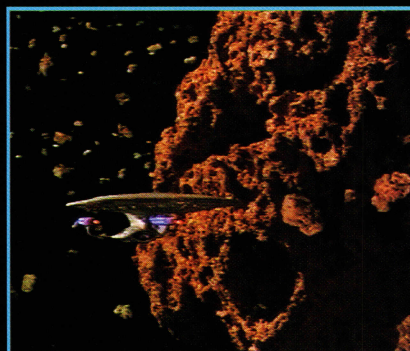


a Starfleet vessel occurs in 2358. An attempted mutiny aboard the **Oberth-class** starship **U.S.S. Pegasus NCC-53847** results in the crew causing a malfunction in the ship's plasma relays while trying to shut down an experimental **phasing cloaking device**. The damaged craft drifts – still in a phased state – into the Devolin System. The

gravity of a large asteroid, designated **Gamma 601**, attracts the *Pegasus* and eventually causes the death of the crew when the ship de-phases half-in and half-out of a rock wall. The *Pegasus* is believed lost until the year 2370, when a highly placed spy in the **Romulan High Command** informs **Starfleet Intelligence**

that a **Romulan Warbird** has located the ship's possible resting place.

The *Pegasus's* former captain – **Admiral Erik Pressman** – is assigned by **Chief of Starfleet Security Admiral Ranar** to take the **U.S.S. Enterprise NCC-1701-D** on a mission to the Devolin System. The *Enterprise* locates the wreck of the *Pegasus* two



▲ **The U.S.S. ENTERPRISE NCC-1701-D prepares to journey into one of the larger asteroids.**

GALAXY FACTS

▶ **Asteroid Gamma 601 is a rocky, irregularly shaped moon-sized asteroid located in the Devolin System.**

▶ **The U.S.S. Pegasus NCC-53847 is named after the winged horse of Greek legend, which sprang from the severed head of the snake-haired Medusa.**

kilometers inside asteroid **Gamma 601** on **Stardate 47457.1**. Pressman recovers the phasing cloak, although 65 percent of the ship is destroyed. **Commander William Riker** later reveals its existence; he had aided Pressman's escape from the *Pegasus* mutineers 12 years earlier. The *Enterprise* crew later use the phase cloak to shift through the asteroids and back into space to escape a trap set by **Subcommander Sirol** of the **Romulan Warbird Terix**.

PHANTOM TECHNOLOGY

Transparent intentions

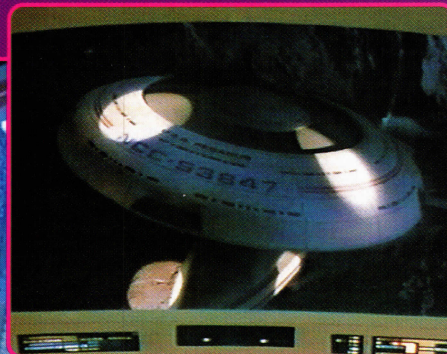
Cloaking device technology has long been a point of contention between the United Federation of Planets and its rival powers. First developed by the Romulan Star Empire some time in the 2260's, these energy screens allow visible light to be bent around a starship to render it invisible. Using subterfuge, a cloaking device is stolen in 2268 by Captain Kirk, but after the signing of the Treaty of Algeron in 2311, stipulations in the agreement prohibit Starfleet from deploying similar hardware.

This long-standing treaty is knowingly violated by Starfleet Security in 2358 by the testing of a phase cloak aboard the **U.S.S. Pegasus NCC-53847**, resulting in the loss of the ship with nearly all hands. This untried technology is also later developed independently by the Romulans in 2368, but without any successful results. A mere three years later, in early 2371, a détente with Romulus has progressed to a point to allow the limited use of a cloaking device aboard the **U.S.S. Defiant NX-74205** during missions into the Gamma Quadrant, as part of a defense of the space station **Deep Space Nine** against the forces of the Dominion. Federation starships with cloaking devices are also glimpsed in the anti-time future of 2395 created by the omnipotent Q, but it is unknown if this facet of Q's divergent future will actually come to pass.

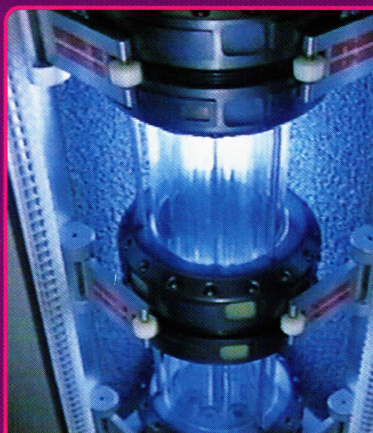
▶ **The illegal experimental cloaking device is found intact aboard the PEGASUS; the Federation has pledged not to develop this technology.**



▶ **Commander William Riker and Admiral Erik Pressman transport to the U.S.S. PEGASUS NCC-53847 to carry out their secret mission.**



▶ **The PEGASUS is detected half engulfed in an asteroid.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 175

THE SWARM



OTHER GROUPS
AND RACES

The Swarm are a hostile species who seemingly exist only to protect their closely-guarded region of the Delta Quadrant from outsiders. They are renowned for their vicious attacks against all trespassers.

Very little data has been gathered concerning the **Delta Quadrant** civilization referred to as the **Swarm**, as even their name is unknown. The Swarm name is applied in reference to their tactic of defending their space from intruding craft with thousands of small ships, the visual cluster resembling forms of Earth insect life. These beings are feared and respected throughout the Delta Quadrant, and the species' zealously maintained isolation increases the myth of their invincibility.

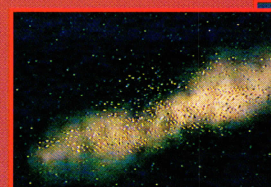
The Swarm occupies a huge area of space, into which they permit no visitors. Ships that do venture into their space are rarely, if ever, heard from again, and the few that are later recovered have no living beings remaining on board. It is known that the individual beings are humanoid, possessing two arms, two legs, and a discernable head.

Incomprehensible

The Swarm issue a warning to all ships approaching their space, but their language is so unique as to render deciphering it extremely

difficult, even by sophisticated translation programs. This being the case, it indicates that the programs have no known communication patterns bearing even a slight resemblance to the language of the Swarm beings. It is likely that the unique structure of their language stems from their lack of contact with other life forms. It is also unknown if the Swarm beings are aware that few other species can understand their language.

Despite being unable to communicate easily with other species, and their aggressively implemented



▲ *The thousands of vessels that comprise the Swarm fleet resemble a dense cloud of gas when viewed from afar.*

▶ *The Swarm beings are humanoid, but have a heavily armored, almost insect-like appearance.*



policy of isolation, the Swarm beings have independently attained a high level of technology. The individual nature of their vessels is a further sign of development devoid of contact with other species.

Their reputation in the Delta

OTHER CARDS IN THIS FILE...

105 THE AKRITIRIANS

118 THE KYRIANS

143 THE RAMURA

SEE OTHER FILES...

STAR TREK: VOYAGER...File 71

UNDER ATTACK

Repelling the Swarm

On Stardate 50252 the Swarm suffer a rare setback when they encounter the **U.S.S. Voyager NCC-74656**. With a single Swarm Vessel having already attacked a shuttlecraft dispatched from **Voyager**, others encounter the Starfleet vessel a day later, and attach to the hull during the course of their attack.

Methods of combating the Swarm are conceived, and given time it would be possible to set **Voyager's** shield frequency to modulate at an inverse harmonic of the interferometric pulse operated by the Swarm. This would counteract the pulse, and restore the ship's shields to full, although it is a process that will take time. Ultimately, **Voyager** is able to escape without restoring their shields.

The **Voyager** crew are adaptable enough to formulate a method of exploiting the Swarm's system of attack. Even with shields inoperative, a larger craft should be able to withstand the energy that is returned to the point of origin when firing if weapons are focused on a single Swarm Vessel. If the attack succeeds, the results will not only affect the single vessel, but be transmitted back to all other vessels in the swarm for as long as they remain connected via the interferometric lattice. **Voyager** destroys a single ship, and many others are destroyed before they disconnect.



▶ *The Swarm attach to the U.S.S. VOYAGER NCC-74656's hull during their attack.*

▼ *The Swarm succeed in boarding VOYAGER, but the crew successfully repel their invasion.*



▶ *First Contact with the Swarm is made during a hostile encounter aboard a shuttlecraft in 2373.*

Designation The Swarm

Class M

Quadrant Delta

Homeworld Unknown

Characteristics The Swarm jealously guard the region of space that they occupy, and respond with force to anyone who trespasses.

Technology The Swarm operate small vessels that pose little threat when encountered individually, but carry considerable force when engaged as a fleet.

Features It is unknown if the Swarm occupy a homeworld.

Starship Log STAR TREK: VOYAGER 'The Swarm'

GALAXY FACTS

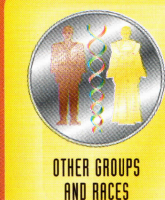
- ▶ The Swarm occupy a section of Delta Quadrant space comprising hundreds of sectors.
- ▶ Even at maximum warp speed it would take 15 months to go around the region inhabited by the Swarm.
- ▶ The Doctor must conduct a motor-cortex reconstruction to repair the damage the Swarm inflict on Lt. Tom Paris.

Quadrant indicates that their scientific expertise is the match of any other beings they may encounter.

Grand-scale detection

Given the logistics of patrolling an area as vast as that which they occupy, the Swarm beings have developed an alternative method of ensuring no other vessels enter. They maintain awareness of craft encroaching into their territory via a vast sensor net that uses a system of interlaced **tachyon beams**. When this field is broken it sends a signal to the Swarm, who are then able to trace the intruders to the vicinity of the area they trespassed into.

This spatial intruder alert system is generally



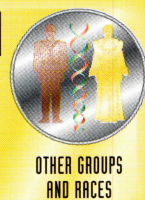
OTHER GROUPS AND RACES

The Guide to the STAR TREK Galaxy

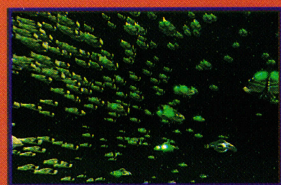
FILE 18

CARD 175

THE SWARM



OTHER GROUPS AND RACES



▶ The Swarm carefully coordinate each vessel's movements, allowing them to travel in close proximity.

efficient, but its beam-based operation renders it vulnerable to craft with the capability of refracting the tachyon beams around their vessel, thus fooling the system into believing there has been no breach. Once within Swarm space, however, intruding vessels encounter a first line defense system, involving the operation of a resonant particle wave that dampens engines. The result is a gradual loss of speed that ultimately prevents travel at warp speed. **Dilithium** realignment can counteract the effect, but this procedure takes some time.

Craft unlucky enough to come under attack by the Swarm can be taken completely by surprise. The first indication of their presence is a cluster of thousands of small ships. These vessels will be



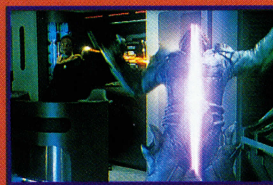
▶ The region of space occupied by the Swarm is vast. It is surrounded by a tachyon detection grid.

unmoving and register as seemingly possessing no power source, making them extremely difficult to detect via standard sensors. This is a misleading reading, as they operate via a unified power source and drain energy from all vessels entering their territory.

Target definition

If an individual craft is first to encounter a vessel it will emit a **polaron** burst that alters the polarity of the target ship. This has no direct effect on those within the vessel, but it does graft a distinct signature onto the ship, in effect rendering it unique to the sensors of any other vessel in the vicinity. With this signature it is a simple matter for the other attacking craft to latch on to the targeted ship.

When the swarm do attack it is generally an



▶ The physiology of the Swarm beings does not render them impervious to conventional phaser fire.

masse. Their usual method of operation is to give chase, then emit an **interferometric pulse** that affects the shield frequency of the pursued vessel. It modulates in opposition to a craft's shield frequency, completely cancelling it out, and rendering it vulnerable to the next stage of the attack. The thousands of small vessels will attach themselves to every square meter of their prey and begin to drain energy from every portion of a ship's systems. The effect is to leave their prey powerless, and with the structure of the vessel beyond the capability of the remaining systems to effect repair.

It is, of course, possible to fire upon the swarm of ships, but this in turn reveals a defense mechanism; each Swarm ship is connected by an

▶ The crew of **VOYAGER** repel the Swarm attack by causing a feedback surge in the entire fleet.



▶ **VOYAGER** targets just one **SWARM VESSEL** in order to overpower the fleet. This causes the other ships to glow with energy.

interferometric lattice that repels all energy beams fired at them – the end result being that the force fired at them is repulsed back to affect the ship that fired it. This lattice, once activated, is what powers their ships, which is why they apparently possess no individual power readings, yet are able to generate the power required for propulsion and attack.

This unified power source, combined with a rapid attack, is the Swarm's major strength, but those vessels who survive the first attacks and have time to gather their wits can respond. The interferometric lattice connects all the ships, and, as long as they are unified, focusing the efforts of an attack on a single vessel can produce results. This is a distinct and exploitable flaw in the system.

Assuming the Swarm's attack is successful, however, once all energy has been drained from a ship, they board the conquered vessel, utilizing sophisticated **transporters** to facilitate their transfer. Once aboard, the Swarm beings show no mercy; their attack is rapid, and they fire powerful energy beams at those who oppose them. Their weapons emit a painful **neuroelectric** effect that instantly downs foes, and causes severe trauma to the central nervous system. In most cases, this proves to be fatal.

DEFECTIVE DOCTOR

Heal thyself

As the crew of *Voyager* attempt to outwit the Swarm Vessels, they are having to do so in the hope that no serious injuries occur in the process, as the Doctor is experiencing severe troubles.

The problems begin when he attempts a routine procedure to negate the neural trauma experienced by Tom Paris during First Contact with the Swarm. The Doctor cannot remember how to perform the procedure, and his condition deteriorates rapidly, to the point where he is unable to function as an Emergency Medical Hologram. The problem is diagnosed as being due to his memory buffers failing to keep pace with his expanding program.

Lt. B'Elanna Torres uses the Jupiter Diagnostic Program holodeck facility in an effort to remedy the Doctor's problems. This holodeck program is personalized with a hologram of the Doctor's creator, Dr. Lewis Zimmerman, and is programmed with diagnostic information to repair ailing EMHs. Unfortunately, Zimmerman cannot correct the Doctor's ailment, and when no other solution is found, Kes decides to graft the matrix from the diagnostic program onto that of the Doctor's. This fully restores the Doctor, but results in the loss of the diagnostic program.

▶ Lt. B'Elanna Torres activates the Jupiter Diagnostic Program in an effort to repair the Doctor during the crisis posed by the approaching Swarm.



▶ Kes takes radical action in repairing the Doctor by integrating the EMH and the holographic Lewis Zimmerman into one working hologram.



STARFLEET ACADEMY

STARFLEET DEPARTMENTS

ADVANCED STARSHIP DESIGN BUREAU

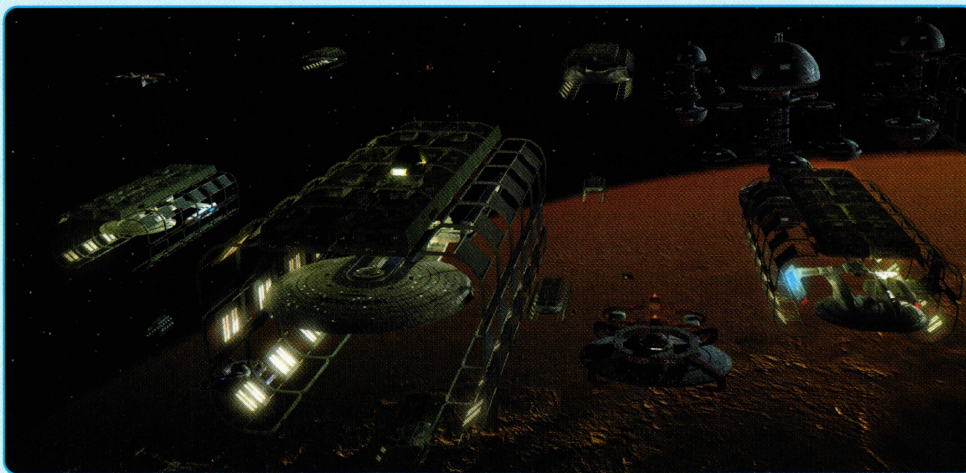
Starfleet's Advanced Starship Design Bureau exists to investigate and explore theoretical and new technologies for the next generation of Federation vessels.

The **Advanced Starship Design Bureau (ASDB)** is the **Starfleet** division charged with researching and developing new starships. It has direct authority over research and fabrication centers throughout the **Federation**, but many of its activities are centered on the integration facilities at **Earth Station McKinley**, the **Antares Shipyards** on **Antares IV**, and the **Utopia Planitia Shipyards** on Mars.

The bureau receives recommendations from the **Spacecraft Design Advisory Commission**, and calls upon the finest minds in the Federation to further its work. It is essentially a coordinating body, with much of the actual labor carried out by the **Starfleet Engineering Corps**. The bureau also works closely with civilian specialists, such as engine designer **Leah Brahms**, who played a vital role in developing the warp engines used in the **Galaxy**-class starship.

Some Starfleet officers choose to make a career out of starship design, and specialize in it after leaving the academy. More experienced Starfleet officers with an interest in ship design may also be seconded to the ASDB. For example, **Commander Benjamin Sisko** is assigned to the bureau to head up the **Defiant** project. Officers such as Sisko are often not engineering specialists, but their understanding of the practicalities of deep space exploration and their organizational abilities are invaluable.

Starfleet routinely investigates theoretical starship technologies, and the bureau has close links to various research groups – such as the **Theoretical Propulsion Group** – who are involved in similar research. When new technologies reach fruition, the bureau recommends Starfleet incorporates them in new designs. **Starfleet Command** is



▲ The **UTOPIA PLANITIA FLEETYARDS** is one of the major facilities that produces ships initially developed by the ASDB.

responsible for dictating the mission goals of any new spacecraft, thus in the early 2340's it is requested that work begin on the **Galaxy**-class starship, which was intended to supplement the aging **Excelsior**- and **Ambassador**-class ships.

Multi-functional designs

Traditionally, most of the vessels designed by the ASDB are intended to serve a number of functions, including exploration, scientific research, and defensive duties. Pure research vessels such as the **Oberth** class and **Nova** class have always been part of the ASDB's remit, and in the late 2360's, after Starfleet is alerted to the **Borg** threat, they are called upon to develop a pure warship, which becomes the **Defiant** class. A prototype has also been constructed for the **Prometheus** class, a tactically advanced starship that is capable of separating into three separate modules to maximize its offensive capabilities.

Once Starfleet has issued a directive for the design of a new ship, the bureau establishes a development project which brings specialists from all the necessary disciplines together. The first stages involve running computer simulations, often using spaceframes that have been in theoretical development for some time.

Work then begins on a **pathfinder** (or



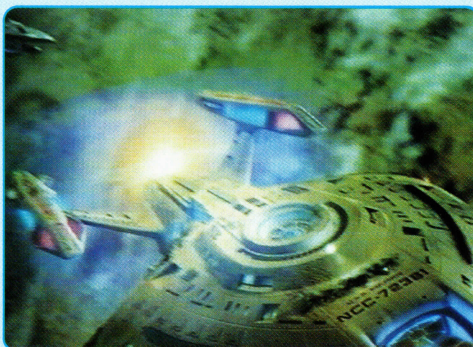
▲ **Lt. Commander Geordi La Forge** of the **U.S.S. ENTERPRISE NCC-1701-D** creates a holographic replica of the **Theoretical Propulsion Group's** lab in 2367.



▲ The experimental **U.S.S. PROMETHEUS NX-59650** is one of the ASDB's most radical developments. This starship employs a multi-vector assault mode that separates the vessel into three autonomous units.



▲ The **Theoretical Propulsion Group** works closely with the ASDB to ensure that Starfleet is first with new technologies.



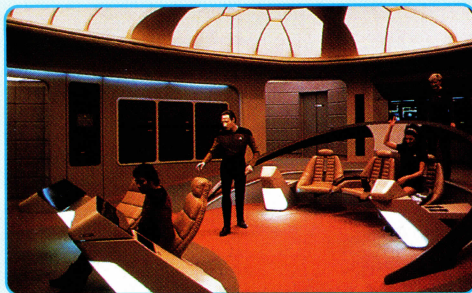
▲ The design of the **NOVA**-class vessel was initially proposed, but ultimately rejected, as the **DEFIANT**-class warship.



▲ In an alternate reality, **Ensign Harry Kim** is assigned to work on an upgraded **RUNABOUT** while stationed on Earth.



FILE 19 A Guide to FEDERATION STARFLEET



▲ The ASDB ensure that bridge modules are engineered to be removed and replaced as newer systems are introduced.

prototype) starship, which bears the class's eventual name. During the development process, this starship is given a registry beginning with the NX prefix. This is normally replaced with the NCC prefix once the class has entered full scale production; when the **U.S.S. Excelsior** is testing experimental **transwarp** engines in 2284, it has the registry **NX-2000**, but when it is awarded operational status and enters service under the command of **Captain Hikaru Sulu**, this is altered to **NCC-2000**.

Thorough development

The development of a starship prototype is normally a lengthy process that can take around 20 years. In practice, the bureau often begins production of several ships in the same class before the prototype is complete. Thus work on the **U.S.S. Galaxy** and its stablemate, the **U.S.S. Yamato NCC-71807**, begins little more than a year before construction begins on the **U.S.S. Enterprise NCC-1701-D** and other ships in the same class. Information gathered from trials on the prototype are then incorporated into the *Enterprise* during the development and construction process. As a consequence, half a dozen or so ships may be commissioned and enter active service within 18 months of the bureau completing work on a prototype.

The bureau is very careful to coordinate work between the different development groups, insuring that useful information is passed between them. This can prove invaluable; when the initial approach to the *Defiant* pathfinder spaceframe is rejected, the basic structure is passed on to the *Nova*-class development project, where the planned torpedo launchers are stripped out and replaced with sensor palettes.



▲ It is not uncommon for relatively new starships to return to a STARBASE for upgrades and modifications.

In the late 2360's and early 2370's the technologies required to land a starship on a planet's surface are incorporated into several different classes of vessel including the **Intrepid** and **Nova** classes.

Starships are typically designed to use similar modules for their interior spaces. Thus, the *Intrepid*- and *Sovereign*-class ships have almost identical sickbays, and the same model of escape pod is in use on several different starship designs, such as the **Sovereign**, **Akira**, and **Norway** classes.

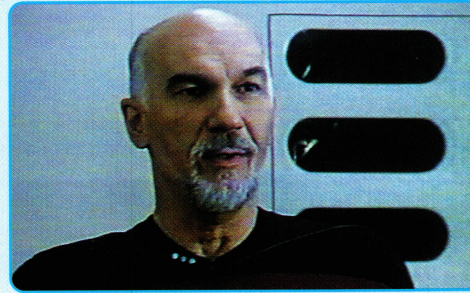
Certain areas such as the bridge may be constructed as swapout modules that can be replaced at **starbases** if necessary. The designs may vary according to the vessel's specific mission and, as a result, two ships of the same class may have radically different bridges.

It is not uncommon for officers who work on a starship prototype to continue to work on upgrades and refits to the class once it has entered service; **Commander Orfil Quinteros**, who leads the team that assembles the **U.S.S. Enterprise NCC-1701-D**, also oversees computer upgrades to the vessel in 2364, almost a year after it is commissioned.

Improvisation and modification

A starship's own engineering crews routinely make modifications to the ship's systems during its lifetime, often establishing significant improvements. The ASDB collects data on such innovations, and where appropriate integrates them into new designs; its experts regularly visit ships to assess any alterations.

Since starship designs remain in service for many decades, it is not uncommon for Starfleet to schedule major refits that can take a ship out of service for over a year. For the *Galaxy* class,



▲ Commander Orfil Quinteros oversees improvements to the *ENTERPRISE*'s computers at **STARBASE 74** in 2364.



▲ The Bynars are employed by Starfleet to undertake computer upgrades to the many systems of Federation starships.



▲ Dr. Leah Brahms visits the **U.S.S. ENTERPRISE NCC-1701-D** to assess the modifications made by **Geordi La Forge**.

this type of refit is scheduled for 26 year intervals; the *U.S.S. Galaxy* is expected to undergo its first full-scale refit in 2388.

Starfleet is, however, aware that such refits cannot provide for all its needs, and the ASDB is already investigating potential designs for future starships which will incorporate advanced technologies that are in the early stages of development, ensuring that Starfleet will remain at the forefront of space exploration.

TOUGH LITTLE SHIP

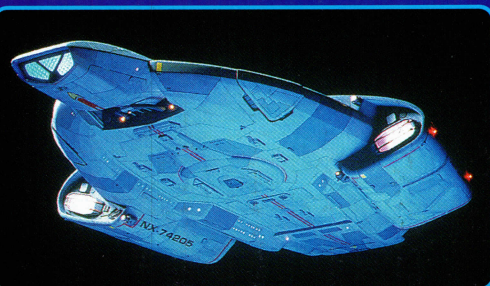
Designed for battle

Starfleet's first true warship, the **U.S.S. Defiant NX-74205**, is designed and constructed at the **Utopia Planitia Fleetyards** at Mars under the supervision of Commander **Benjamin Sisko**. It is originally intended to fight the Borg, and incorporates multiple torpedo launchers. The earliest prototypes have a more conventional design, with the warp nacelles on outriggers, but this design is later abandoned in favor of a more compact shape that encases the nacelles. Work on the *Defiant* project is halted after the Borg threat is averted in 2367, but recommences in 2371 after Starfleet becomes aware of the danger posed by the Dominion. The prototype is far from ready to enter service, but because of the serious nature of the threat, it is assigned to **Deep Space Nine**, where the engineering staff finalize the design. The *Defiant* class then enters production, and plays a pivotal role in the Dominion war.



Experimental

The **U.S.S. DEFiant NX-74205** is an untested ship when assigned to **DEEP SPACE NINE** in 2370.



Tests and trials

Commander Benjamin Sisko assumes command of the *DEFiant* in 2370. He participated in the ship's initial design, and is aware that it is overpowered for such a small vessel.



SHIP:

U.S.S. EQUINOX NCC-72381

BRIEFING:

GENERAL LAYOUT

LOCATION:

DECKS 1-8

The *Nova*-class *U.S.S. Equinox NCC-72381* is far smaller than many other Federation starships, and, as such, its interior space is somewhat restricted. Nevertheless, many of the systems found aboard larger vessels — and necessary for a scientific expedition — are still carried aboard the *Equinox*.

Nova-class starships such as the *U.S.S. Equinox NCC-72381* have just eight decks. They are relatively small vessels that are designed for short term missions; accordingly, they do not carry many of the components that are typically found on larger starships. For example, the *Nova* class only has a single computer core, and does not have the components necessary to assemble a reserve warp engine core. Since it is a science vessel, a large part of the ship is given over to sensor pallets, which can be used in a variety of research missions.

As on almost all *Starfleet* vessels, the bridge is on Deck 1, with Deck 8 forming the lowest level of the ship. Deck 1 of the *Nova* class has an unusual design feature, which it shares with the *Akira* class — a defensive wall is placed several meters outside the perimeter of the bridge, affording it extra protection in case of an attack. This feature is slightly unexpected on a science vessel, but can be explained by the fact that the shell of the *Nova* class was originally developed as part of the *Defiant* project. The deck is served by a *turbolift* and also contains the captain's ready room.

Deck breakdown

The *impulse engines* are located at the rear of Decks 1 and 2 at the back of the *saucer section*, while the computer core runs between Decks 2 and 4.

Below and to the aft of this, a large cargo bay crosses Decks 3 and 4. It is equipped with a number of *Work bees*, which can be used to move large amounts of cargo, and to effect repairs on the outside of the ship.

Deuterium storage tanks can also be found on Deck 3, in the center of the ship immediately below the impulse engines,

and above the *warp core*. This deck provides access to the majority of the escape pods in the saucer section, which are positioned alongside the forward *phaser strips*.

The secondary navigational *deflector dish* is located at the front of Deck 4, with the upper part of the dish extending into Deck 3. In the saucer section, a large part of Deck 4 is given over to sensor arrays with two massive pallets flanking the secondary deflector, and a further series of arrays mounted in the underside of the saucer. All these sensors are used as part of the ship's mission to survey planets.

The *sonic waverider shuttle* (an independent vehicle akin to the *captain's yacht* on *Galaxy*- and *Sovereign*-class vessels) is docked at the front of Deck 4, just behind the secondary deflector, and forward of the bridge. It is designed for planetary flight, and can achieve speeds of mach 5. When the *waverider shuttle* is absent, the structural integrity field is automatically adjusted to ensure the vessel remains structurally sound.

In the engineering hull, Deck 4 has a number of facilities, including sickbay, and the primary research lab, which is located directly over the warp core. The shuttlebay is at the very rear of the deck, between the warp nacelles.

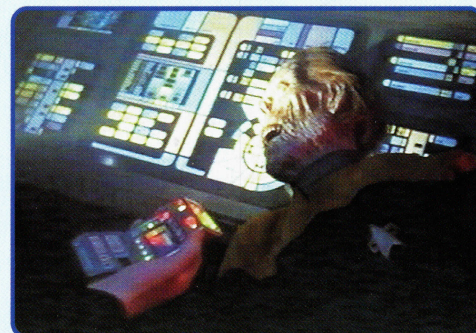
The lower decks are primarily taken up by engineering systems. The warp core runs between Decks 5 and 8, and is located in the center of the ship. A hatch on the underside of the vessel can be used to eject the core in emergencies. The main navigational deflector dish is positioned immediately forward of the warp core, and is the single largest component on the ship; it runs between Decks 5 and 8, completely covering large portions of Decks 6 and 7. The main ventral phaser strip runs around the outside of Decks 7 and 8.



▲ The bridge of the *U.S.S. Equinox NCC-72381* is located on Deck 1 — similar to other *Starfleet* vessels — at the very top of the saucer section.



▲ Deck 4 of the *EQUINOX* features a comprehensively equipped sickbay. This facility also contains an Emergency Medical Hologram to assist the chief medical officer.



▲ The bridge of the *EQUINOX* is left littered with the bodies of dead crewmen after a series of devastating attacks by neurogenic aliens.



▲ Main Engineering aboard the *EQUINOX* is the site of some radical revisions that have been made in order to use the neurogenic aliens as a source of fuel.

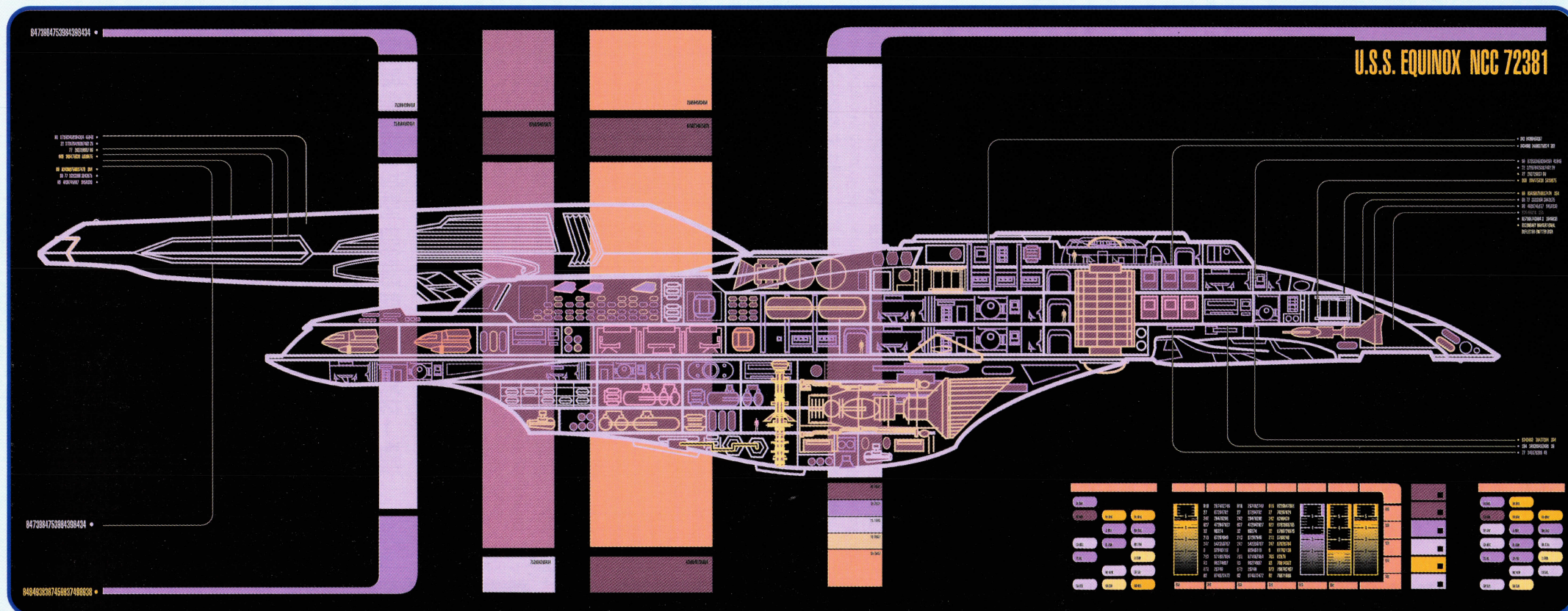


▲ The compact dimensions of the *EQUINOX* contain just eight decks. Nevertheless, the vessel maintains *Starfleet's* design theme of a distinct saucer section and engineering hull, along with two outlying warp nacelles. The bridge is sunk into the upper level of the saucer section.





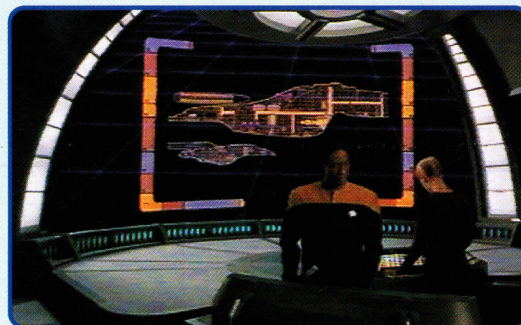
U.S.S. EQUINOX NCC-72381: DECK-BY-DECK



 **The crew of the EQUINOX draw neurogenic aliens aboard their vessel in an attempt to study them. They later elect to use the creatures to hasten their return to the Alpha Quadrant.**



EQUINOX personnel are forced to bear arms on the bridge of their vessel when the neurogenic aliens begin to pose a severe threat to the security of the ship.



 **The NOVA-class EQUINOX is considerably smaller than the INTREPID-class U.S.S. VOYAGER NCC-74656. It is incredible that it has survived the trials of the Delta Quadrant.**



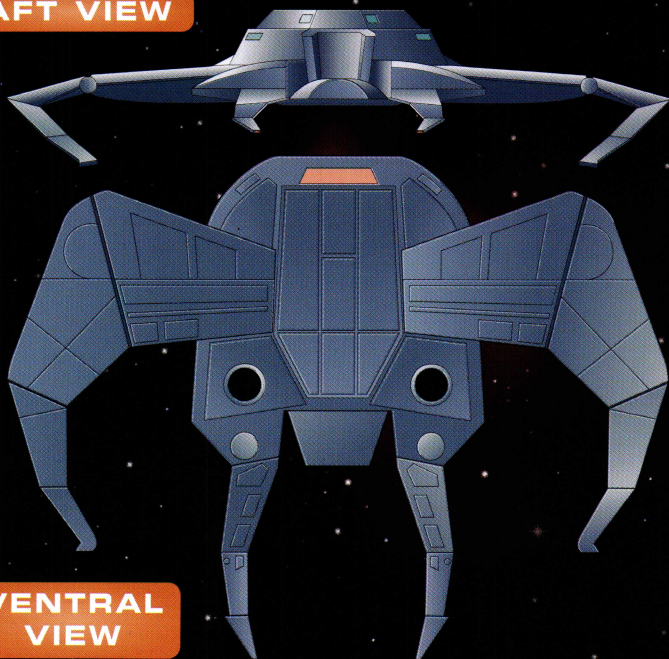
VOYAGER's sensors provide the only means of investigating the EQUINOX's lower levels after they are rendered uninhabitable by toxic gases that are released into the atmosphere.

Delta Quadrant Ships:

Encountered by the U.S.S. VOYAGER NCC-74656

TARESIAN VESSEL

AFT VIEW



VENTRAL VIEW



The Taresians contact the U.S.S. VOYAGER NCC-74656 when their powerful sensors detect Harry Kim aboard.

Three NASARI VESSELS pose little threat to the TARESIAN VESSEL, and are swiftly disabled by its weapons.

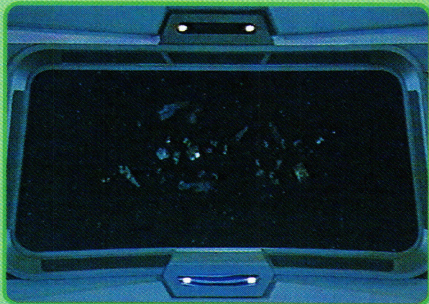


The **Taresian Vessel** encountered by the U.S.S. Voyager NCC-74656 in 2373 initially protects the Federation starship from an attack by three **Nasari Vessels**, which it disables with ease. A later attempt to retrieve **Ensign Harry Kim** from the surface of **Taresia** results in the alien ship turning against Voyager, although it breaks off its attack to once again engage the **Nasari**.

STARSHIP LOG: 'FAVORITE SON' [VOY]

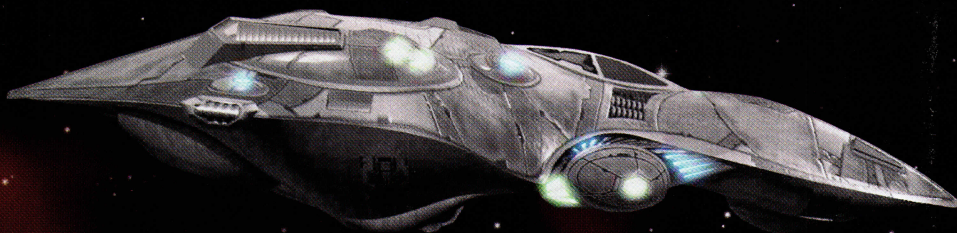
VOSTIGYE STATION

The **Vostigye** are a peaceful species who invite the crew of the U.S.S. Voyager NCC-74656 to visit their science station in 2373. Before the **Starfleet** vessel can arrive, however, the station is destroyed by an **astral eddy**, resulting in the deaths of all 60 scientists, and leaving only a field of debris.



The debris of the VOSTIGYE STATION covers 80 cubic kilometers, and is composed of boronite, sarium, and carbon.

STARSHIP LOG: 'REAL LIFE' [VOY]



STARBOARD VIEW

The small research vessel operated by the **Voth** scientist, **Gegen**, as he gathers evidence to support his revolutionary **Distant Origin Theory** is remarkably advanced, and possesses sufficient equipment to undertake an extended mission of several weeks. The ship is equipped with **spatial displacement** technology to render it invisible by taking it out of phase with normal space, as well as a **transwarp** drive to propel it across vast distances.

STARSHIP LOG: 'DISTANT ORIGIN' [VOY]



Commander Chakotay is held aboard **GEGEN'S RESEARCH VESSEL** as evidence of the **Distant Origin Theory**.

GEGEN'S RESEARCH VESSEL

Delta Quadrant Ships: Encountered by the U.S.S. VOYAGER NCC-74656

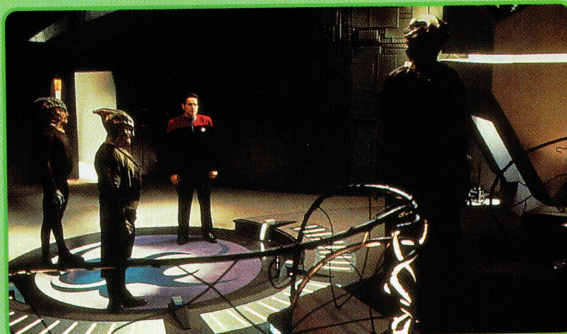
VOTH CITY SHIP



STARBOARD VIEW



DORSAL VIEW



The **Voth City Ship** is an immense vessel in which **Minister Odala** travels. The ship possesses advanced **transwarp** technology, and has the ability to transport other ships within its cavernous interior, and disable them.

STARSHIP LOG: 'DISTANT ORIGIN' [VOY]

▲ **Gegen** presents **Commander Chakotay** to **Minister Odala** aboard the **VOTH CITY SHIP**.

The crew of the **U.S.S. Voyager NCC-74656** find themselves held captive aboard a **Nyrian Habitat Station** in 2373, when they are individually transported off their own vessel. The station is home to a wide variety of species – at least 94 different environments are contained within its database – and each habitat is carefully tailored to cater to the species it is designed for.

STARSHIP LOG: 'DISPLACED' [VOY]



▲ A **Nyrian officer** introduces each species to their habitat.

▼ The station's database holds records for at least 94 different alien species.



▲ The habitat for the **U.S.S. VOYAGER NCC-74656** crew features food dispensers and entertainment facilities.

NYRIAN HABITAT STATION



STARBOARD VIEW

Species 8472's Bio-ships are organic in nature, and possess the ability to regenerate damaged components. They utilize electro-dynamic fluids to operate, and feature a binary matrix laced with peptides as their computer core.

STARSHIP LOG: 'SCORPION', PART I [VOY]



▲ **Species 8472's BIO-SHIPS** can operate in both fluidic space and normal space with no perceived performance degradation.



FORE VIEW

SPECIES 8472 BIO-SHIP

Sisko and the Dominion Part 1

Captain Benjamin Sisko, in his position as commander of the frontier station *Deep Space Nine*, begins a long and involved association with the Dominion in 2370. His status is such that his psychological profile is required reading among the Gamma Quadrant power's higher ranks.

Captain Benjamin Sisko is the Starfleet officer with the single most experience in dealing with the Dominion. He negotiates with the Founders to keep the peace; he faces their Jem'Hadar troops in battle and also fights alongside them; and he watches uneasily over three years as the outbreak of full-scale war inches closer.

Sisko himself makes the ill-fated **First Contact** with a Dominion representative at the end of 2370. Before this there are only dark mutterings of a vast power that holds much of the **Gamma Quadrant** in its thrall. The contact comes in the form of a meeting with an alien woman named **Eris**, and capture by some Jem'Hadar on a planet on the far side of the **Bajoran wormhole**. Eris casts herself in the role of desperate escapee, but Sisko and the **Ferengi**

Quark discover that she and her fellow **Vorta** actually serve the Dominion.

Information gathering

The then-commander is able to fill in many other details about the mysterious Dominion from this initial encounter, including the key information that the shapeshifting Founders created the empire. He learns about the feared Jem'Hadar and their abilities, and the fact that anything the Founders want they take either by negotiation or force. He also witnesses the Dominion's single-minded ruthlessness when a **Jem'Hadar Attack Ship** rams and destroys the retreating **U.S.S. Odyssey NCC-71832**.

This information is all presented in Sisko's report to **Starfleet Command** at the start of 2371. The apparent threat posed by the Dominion plays a key role in his successful

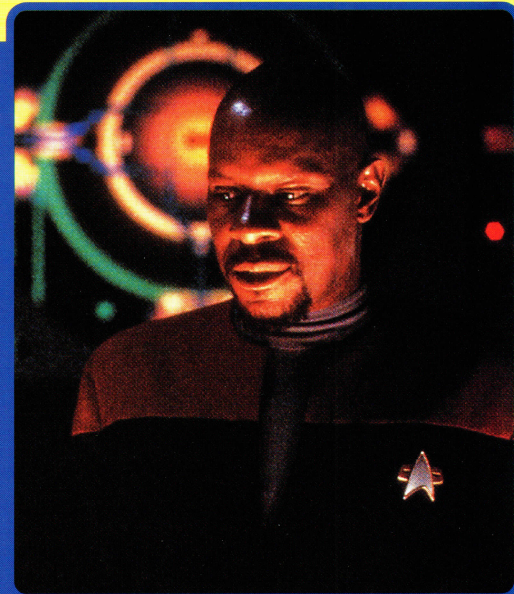
PROFILE ON A DOMINION EXPERT

2370: Commander Benjamin Sisko makes First Contact with the forces of the Dominion during an expedition to the Gamma Quadrant.

2371: Captured aboard the **U.S.S. Defiant NX-74205** and later subjected to a holographic simulation to test his reaction to Dominion activity in the Alpha Quadrant.

2372: Joins forces with Dominion troops in order to quell a rebellious squadron of Jem'Hadar.

2373: Recovers a crashed **Jem'Hadar Attack Ship** on Torga IV.



▲ Captain Benjamin Sisko is, perhaps, Starfleet's most knowledgeable officer in regards to the tactics of the Dominion. He makes First Contact with the Gamma Quadrant power in 2370, and later plays a pivotal role in the Dominion war.

DISASTROUS MEETINGS



★ Captive

Commander Sisko attempts to aid fellow captive Eris, unaware that she is, in fact, an agent of the Dominion.

★ New mission

Sisko is assigned command of the **U.S.S. DEFIANT NX-74205** in 2371 in order to deal with the hostile Dominion threat.



★ Revealed

Eris visits **DEEP SPACE NINE** after Sisko escapes from the Dominion. The Vorta reveals her duplicity, and the magnitude of the Dominion's plans for the Alpha Quadrant.



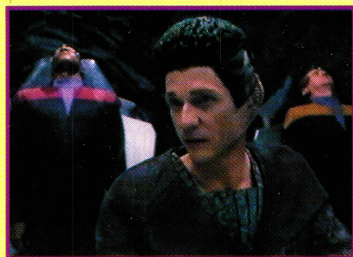
★ Confrontation

Commander Sisko is forced to engage the Jem'Hadar in violent hand-to-hand combat when they successfully board the **DEFIANT** in 2371.





Sisko and the Dominion Part 1



★ Simulation

The crew of the *DEFIANT* are held captive on the Founder's homeworld, and subjected to a holographic simulation in 2371.

possibly plays a major part in delaying the outbreak of war until the end of 2373.

Times of battle

Sisko faces the Dominion's ships in battle many times before that point. He takes the *Defiant* into the Gamma Quadrant later in 2371 to investigate the outcome of a combined **Cardassian-Romulan** fleet's attack on the Founder homeworld. He comes up against three Jem'Hadar vessels during the melee and gets the best of them before beating a successful retreat to the safety of the wormhole. He faces multiple Jem'Hadar ships again early the following year within the treacherous atmosphere of a **Class-J** gas giant in the Gamma Quadrant. He is seriously injured in a Jem'Hadar attack run, though the *Defiant* crew eventually prevail.

The captain is particularly affronted when *Deep Space Nine* itself is subjected to an assault by a Jem'Hadar squad in 2372. There are heavy casualties, and one of the station's upper pylons is destroyed. Sisko follows the



★ Injured

Captain Sisko sustains life-threatening injuries during a Jem'Hadar attack against the *DEFIANT* in 2372.

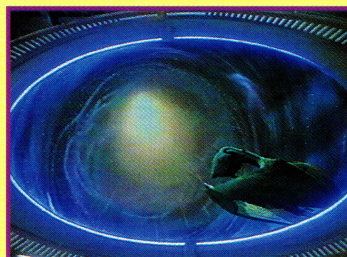
group in the *Defiant*, determined to apprehend them. It transpires that they are a rogue group who have discovered, and are trying to reactivate, an ancient **Iconian** spatial gateway.

Sisko becomes part of the only known joint **Federation-Dominion** mission when he works with the Vorta **Weyoun** and loyal Jem'Hadar to track down the group. He even reaches an understanding of sorts with the Jem'Hadar first, **Omet'iklan**, by building a relationship based on a mutual respect of sorts. Sisko finds he can understand the soldiers' codes, even if he cannot agree.

The report on Sisko that Weyoun apparently lodges with the Founders during this mission is comprehensive and influential. It includes a still image and information on his family, plus Weyoun's evaluation that he has integrity and can be reasonable. Sisko's psychological profile swiftly becomes required reading for Vorta field supervisors, which would seem to indicate the esteem with which he is held; certainly, Vorta always seem rather impressed

"I don't like the Dominion. I don't like what it stands for, and I don't like you. So let's dispense with the hollow pleasantries and just stick to business."

— Sisko expresses his feelings toward the Dominion to Weyoun



★ Fatal mission

Sisko follows a Cardassian-Romulan fleet into the Gamma Quadrant when they plot to destroy the Founders.

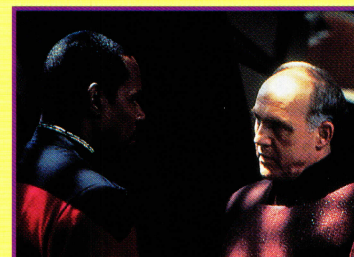
when they meet him face to face. The report probably also alludes to the fact that Sisko does not trust the Dominion or believe a word from the mouths of their representatives. He is taken in by their machinations once, in his encounter with Eris, but once bitten he is twice shy.

Facing the enemy

Sisko is one of the few 'solids' to deal directly with the Founders in any way. He meets their leader on their homeworld in 2371, and at the end of the same year, he is forced to engage in a cat-and-mouse game aboard the *Defiant* as the crew try to track down a violent Founder intruder. The Changeling is destroyed in a freak accident, frustrating the Dominion's plot to instigate war between the Federation and the **Tzenkethi**, thus destabilizing the Alpha Quadrant and facilitating an invasion.

Sisko meets the presiding Female Shapeshifter once more when *Deep Space Nine*'s resident Changeling, **Odo**, falls seriously ill in 2372. He makes the unusual move of not traveling under cloak, and also broadcasting a general **subspace** message to attract the attention of the Founders. The captain is escorted, along with the *Defiant* and its crew, to the Founders' new homeworld, though a device is attached to the controls to prevent any record being kept of the planet's location.

Fittingly, it is Captain Sisko who makes one of the biggest intelligence finds of the 24th century only weeks later: a crashed Jem'Hadar Attack Ship.



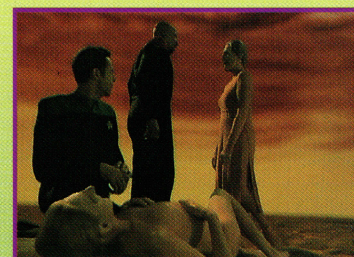
★ In the midst of the enemy

Captain Sisko is congratulated on his promotion by Ambassador Krajensky, unaware that this official is a Changeling impostor.



★ Intruder alert

The crew of the *DEFIANT* undergo blood tests to prove that they are not the Changeling known to be aboard the vessel.



★ In need of assistance

Sisko returns Odo to his people in late 2372 in an attempt to help his ailing colleague survive an undetermined illness.



★ Astonishing find

Captain Sisko secures a crashed JEM'HADAR ATTACK SHIP in the knowledge that it holds a tactical advantage for the Federation.

LIFE-LONG FRIENDSHIP

The voice of experience

The fact that Sisko has had so much contact with the Dominion – including monitoring the development of a young Jem'Hadar soldier in 2371 – leads Starfleet Command to seek his advice on all manner of tactical and wider issues. He convinces the organization early on, for example, that the exploration of the Gamma Quadrant should continue despite the threat posed by the Dominion.

The captain's experience is ostensibly the reason that Admiral Leyton offers him the post of head of Starfleet Security on Earth in mid-2372 – though subsequent events prove that there were other factors at work in this proposition. Sisko's raft of recommendations for keeping the Dominion at bay during his short sojourn on Earth include a program of blood screenings and phaser sweeps – measures that have proven very effective in flushing out Changelings aboard *Deep Space Nine*.

▶ Interest

Commander Sisko closely watches the rapid growth of a Jem'Hadar youngster who is brought aboard station DEEP SPACE NINE in 2371.



FILE 48 KLINGON PERSONNEL

Kohlar

Kohlar leads his people with honor and pragmatism after generations of travel into the Delta Quadrant to a new interpretation and a new way of life. His vision for the devotees of the ancient scrolls is not, however, shared by all.

Klingon Captain Kohlar has the unenviable task of leading a pilgrimage begun by his ancestors over a century earlier. He and 200 other Klingons are the descendants of a group who departed **Qo'nos** disenchanted with what they believed was the stagnant state of the **Klingon Empire**. The impetus for their journey was the discovery of hidden ancient scrolls promising a reward for Klingons who traveled a vast distance. They would encounter a savior known as the **Kuvah'Magh**, and wherever she led them would be the starting point for a new Klingon Empire.

Four generations of Klingons have lived and died aboard the **K7-class Battle Cruiser** under Kohlar's command. As of **Stardate 54518.2**, the vessel has made a journey 30000 light years deep into the **Delta Quadrant**, and

there has been no match with the prophecies sought throughout that time.

Stand alone

Kohlar is isolated among his fellow Klingons in his concealed belief that the time has come to ensure the conditions of the predictions are met for the good of his people. In common with his crewmates, he has made a lifetime's study of the ancient prophecies, but given their chance finding with no supporting documentation he has doubts as to their validity. He acknowledges they could be accurate one day, but they could also be the scribbles of a solitary madman, and his people have staked their faith upon them for decades. His opinion is that the Klingons could continue searching for many more generations, a journey of sustained hardship, and ultimately that would be to the community's detriment.

PROFILE ON KOHLAR

NAME: Kohlar

LIFE FORM: Klingon male

RANK: Captain

REMARKS: Descendant of one of the founders of the prophecy seeking scroll-readers sect. Kohlar is a lateral thinker who takes a less literal approach to the scrolls, and seizes the opportunity to better the lives of his comrades through gentle manipulation and diplomacy, not aggression and combat.

FIRST SEEN: 'Prophecy' (VOY)

Kohlar, despite existing within an isolationist sect generations old, is a thoroughly modern, progressive, adaptable Klingon. He leads his people to colonize a new homeworld.

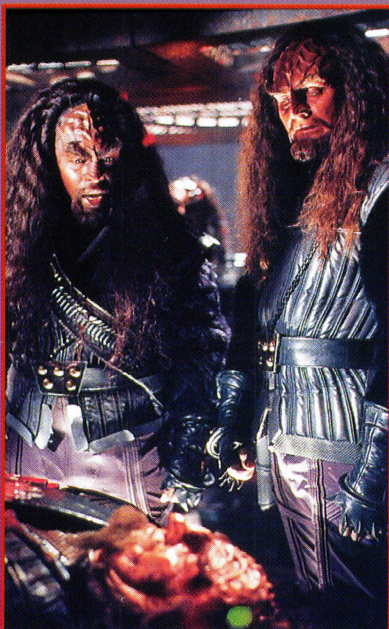


The unlikely chance encounter with the **Federation** starship **U.S.S. Voyager NCC-74656** provides Kohlar with the opportunity to nudge the prophecies toward reality. Kohlar's ancestors

had departed with the Klingon Empire at war with the **United Federation of Planets**, so his initial response is to attack the Federation ship on sight. Superior firepower, however, and the news

that the Federation and the Empire are no longer at war evoke a more rational response.

AUSPICIOUSNESS



★ Death

Kohlar and T'Greth watch as another of their comrades succumbs to the **Nehret**, and moves on to **Sto-Vo-Kor**.



★ Change

Kohlar meets with the **Council of Elders** to decide upon a positive course of action for the community.



★ Fighting words

Kohlar wields a **bat'leth**, a traditional Klingon fighting weapon, in efforts to teach **Lt. Tom Paris** the rules of combat.

★ The scrolls unroll

Kohlar is shocked to meet the pregnant **Lt. B'Elanna Torres**, and reckons that the **Day of Separation** has at last arrived.



OTHER CARDS IN THIS FILE...

- 1 WOF: KLINGON WARRIOR
- 14 COMMANDER KRUGE
- 17 K'MPEC

SEE OTHER FILES...

- THE KLINGON EMPIREFile 11
- STARFLEET PERSONNELFile 43
- STAR TREK: VOYAGERFile 71



Kohlar



★ Brainstorm

Kohlar discusses his options with Captain Kathryn Janeway and the senior crew of the U.S.S. VOYAGER NCC-74656.

On meeting the half Klingon **B'Elanna Torres**, Kohlar is astounded to see her pregnancy, and enquires of the likelihood that conception occurred during the Holy Month of **Nay'Poq**. Combined with the news of peace between the Federation and the Klingon Empire, three important aspects of the ancient prophecies have been met, along with the more vague statement that the Klingons would know the Kuvah'Magh before she knew the world. On the strength of this compatibility Kohlar is able to convince his fellows on the **Council of Elders** that they should act in accordance with the



★ Three fierce warriors

Kohlar must intercede before tensions between T'Greth and Tom Paris escalate to deadly proportions. He suggests they fight an honorable, but not fatal, duel.

"Only a fool fights his opponent and fatigue."

— Kohlar reveals more than his fighting strategy to Paris.

prophecies and follow the Kuvah'Magh wherever she may lead. This entails the drastic measure of destroying their own vessel to ensure transfer aboard *Voyager* where they can be near the Kuvah'Magh.

Creating a future

Once aboard *Voyager*, however, other Elders begin to question Kohlar's interpretation of the scrolls on discovering B'Elanna's mixed species status, and that the father of Kohlar's supposed Kuvah'Magh is

human. With dissension among the previously stable Klingon collective likely to lead to violence, Kohlar engages B'Elanna's complicity in an attempt to prove to his comrades that she does indeed carry the Kuvah'Magh. This involves stretching the truth, and exaggerating facets of B'Elanna's earlier life to ensure a harmonious merging of that and the conditions established by the scrolls. Despite his doubts about the prophecies that have

guided his people, Kohlar has no doubts about the more established aspects of Klingon spiritual life, and cannot hide his disappointment that B'Elanna completely ignores her Klingon heritage.

Kohlar's tutoring of B'Elanna fails to convince everyone, however, and his old friend **T'Greth** is particularly aggressive in his skepticism, eventually issuing the challenge of a fight to the death. Kohlar concurs, but with lethal combat forbidden on *Voyager*, he suggests an honorable compromise using blunted **bat'leths**, a technique introduced by **Emperor Mur'Eq** to ensure his troops survived to face their enemies. He also trains the challenge's recipient, **Lt. Tom Paris** in the use of a bat'leth.

Shadow savior

Kohlar is a very complex Klingon. He projects an innate nobility and greatly respects ancient Klingon traditions. He is, however, pragmatic enough to see the virtues of diplomacy as an alternative to combat and manipulation. His guiding motivation is the well-being of his people, and while to some of them he may seem too keen to cooperate on occasion, it is to ensure that his will be the prevailing point of view. His priority aboard *Voyager* is to find a homeworld for his fellows to colonize, thus



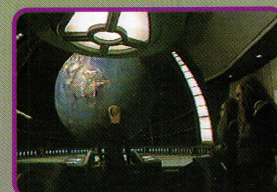
★ Interpretation

Kohlar introduces B'Elanna to the many ways of reading the ancient scrolls.



★ The greater good

Kohlar is highly adaptable and realizes that his new allies can help forge his people's future.



★ Coming home

Kohlar looks upon the planet that has been confirmed as inhabitable for the Klingon colonists.

bringing an end to decades of deprivation and hardship.

The instincts that serve Kohlar well as captain continue aboard *Voyager*. The **Starfleet** crew locate a suitable **Class-M** planet for the Klingons to colonize, effectively complying with all but one aspect of the prophecies. That last proviso concerns the Kuvah'Magh's status as a savior of the Klingons. Here Kohlar's instincts fail him in the implicit trust he places in T'Greth, underestimating the depth of discord he feels about the Kuvah'Magh — the acrimonious T'Greth leads a short-lived rebellion.

The final stipulation of the prophecies is met when a vaccine developed from antibodies created by B'Elanna's fetus expunges the **Nehret**, a fatal disease, from the entire Klingon complement. The unborn child earns the status of savior, and Kohlar leads his people to their new home.

A MATTER OF PRIDE

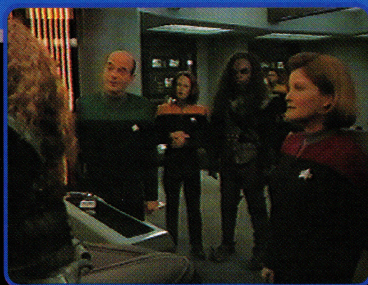
Mixed heritage

Despite her distinctive appearance, B'Elanna Torres has no great pride in her Klingon heritage. She displays no Klingon objects of veneration in her quarters, not even the traditional images of Kahless. Neither is her family crest visible.

From the first encounter with the Klingons she considers her seeming match to their prophecies nothing more than coincidence, and finds their interest in her tiresome, and a hindrance to her duties and relationships.

When prevailed upon to cooperate for the good of the Klingon community, she rediscovers the spiritual side of Klingon life. At Kohlar's request she joins him in the traditional Klingon prayer for well being of their ancestors, permitting their rest in Sto-Vo-Kor. Not having spoken the words since a child praying for her grandmother, B'Elanna finds a comfort in their forgotten familiarity.

When Kohlar later presents her with his great-grandfather's bat'leth to pass on to her child, she respects it in the spirit it has been given. It takes a prominent place in the quarters she shares with her husband Tom Paris, and she refuses its use for his holodeck adventures.



▲ Nehret conquered

A vaccine made from B'Elanna's child's mixed species DNA, a matter of contention among the elders, fulfills the prophecies.

▼ Family heirloom

Lt. B'Elanna Torres accepts the bequeathal of Kohlar's great-grandfather's bat'leth to her unborn child before his departure, and promises to recount his comrades' history to her child.



Dala

When the *U.S.S. Voyager NCC-74656* is blamed for a series of thefts, Captain Kathryn Janeway quickly comes to realize that she has become the victim of a master of impersonation — later known as Dala.

When Dala was young her father once gave her the advice that since everyone is out to exploit each other, it is always better to be a perpetrator of deceit rather than a victim of it. It would appear that these words of paternalistic wisdom made a great impression on the young Dala, as she has made a living out of fleecing sympathetic races of their hard-earned commodities.

Impersonating Starfleet

Her latest scheme, however, is perhaps her boldest and most daring, and no doubt tests her improvisational skills to the limit. She aims to win the trust of her targets by impersonating the epitome of honorability in the **Delta Quadrant: Captain Kathryn Janeway** of the *U.S.S. Voyager NCC-74656*. In order to successfully carry out this scheme she will have to employ the two attributes

she appears to have in abundance — her cunning, and resourcefulness.

Dala, under the guise of **Sister Dala**, first makes herself known to **Lt. Tom Paris** and **Neelix** when the *Voyager* crewmen transport to a planet in search of spores that the **Doctor** needs to synthesize anti-viral agents. Dala, and her accomplice **Mobar**, are dressed as religious worshippers, wearing white robes and hoods in the style prevalent within such orders. Mobar has a luminescent object, ostensibly a sacred symbol, tied about his neck, and when prompted by Dala he utters incantations in a solemn voice, and waves the symbol from side to side reverently.

The away team are surprised to find the caves inhabited, as their initial scans indicate no life forms present. The reality is that Mobar and Dala are as native to the planet as Tom Paris and Neelix are, having beamed to the planet

PROFILE ON DUPLICITOUS DALA

NAME: Dala

OTHER ALIASES: Captain Kathryn Janeway, Sister Dala

REMARKS: Incurable fraudster and impersonator, Dala assumes a number of roles in her attempts to swindle and deceive hardworking aliens of the Telsian System.

FIRST SEEN: 'Live Fast and Prosper' [Voy]

Dala's facade is complemented by an oversized facsimile of a Starfleet uniform, and a carefully placed — albeit itchy — hairpiece.



moments after them. The result of the away team's scans would have exposed Dala's charade if not for the quick thinking of Mobar, who allays the away team's suspicions by claiming that they use damping technology to mask their life signs during meditations. The pair of con merchants set to work, beguiling Neelix by telling him that he bears a resemblance to one of their phoney religious figures — **The Redeemer of Light**.

They gain his pity by concocting a story designed to prick his conscience; they claim that the religious sect makes a Holy pilgrimage to **Narva** each spring to deliver food to hungry orphans. This year, however, they will not be able to make the trip as their supplies have been blighted.

Easily fooled

Neelix's magnanimous temperament prompts him to offer the services of the

Delta Flyer's replicator

to replenish their supplies. Sister Dala and Mobar claim the sect cannot accept charity, but when a trade is agreed upon they all return to the *Delta Flyer* to celebrate with a meal.

Sister Dala takes the opportunity to question Neelix about *Voyager* and Captain Janeway. In fact, Dala is not engaged in idle talk, but wants to gain enough general information about Janeway to increase the credibility of her performance. When the meal is concluded, Dala and Mobar conduct a fake blessing, and while Neelix and Paris have their eyes closed in deference, Mobar uses his religious symbol to conduct scans and download information from the *Flyer's* main computer. Having gained all the

Trickery

Neelix is easily fooled by Dala's initial claims to be Sister Dala of a sacred religious order.



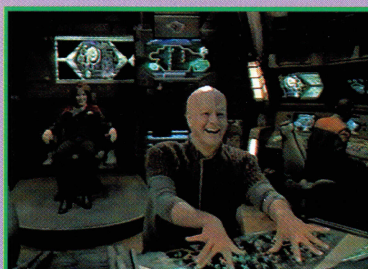
★ Traders

Dala uses the guise of Captain Kathryn Janeway to con two miners out of a profitable shipment of bolomite.



★ At ease

Dala allows her uniform to fall open when she allows her facade of Captain Kathryn Janeway to slip.



★ In command

Dala sits in the captain's chair of her vessel, expertly mimicking the mannerisms of the real Captain Janeway with little difficulty.



Dala



★ Charade

The interior of Dala's vessel has been modified to show Starfleet display systems.



★ Representing Starfleet

Dala's impersonation of Captain Janeway allows her to garner the trust of other, more gullible species.

"To be perfectly honest, captain, I make a better you than you do."

— Dala to Captain Kathryn Janeway

information they require, Dala goes on to masquerade as Janeway in a series of clever heists. *Voyager's* reputation has preceded it, so Dala finds it easy to earn the trust of her victims by pretending to be the **Starfleet** captain.

A new Janeway

Physically, Dala shares very few characteristics with Janeway. When disguised as the Starfleet captain, her mock Starfleet uniform is convincing, but certainly less well tailored than the original. The communicator badge is also disproportionately large. Janeway and Dala would appear to be of a similar height and build, but upon

closer inspection Dala's distinctly alien origins are revealed by the vertical indentation running down her forehead. This feature, as well as her baldness, is concealed by the wig that she uses to disguise herself as the captain.

Dala successfully swindles **Telsius** miners into trading **bolomite**, which she claims she can use to provide radiation for the constantly afflicted Narva orphans. She uses the information gleaned from Neelix about Janeway to convince the miners of her identity, correctly mentioning Janeway's home town of Indiana. But when it comes to honoring their side of the agreement by transporting

dilithium to the planet, Dala claims that a **neutronic storm** is interfering with the ship's systems. This is merely a ruse however, and the miners are left bewildered on their planet while Dala's ship, laden with its stolen bounty, seeks out a new victim.

Phoney Federation

Dala's next scheme is to prey upon desperate vessels by offering them membership of a phoney **Federation**. From her antiquated ship, which she calls the *Delta Flyer*, she persuades aliens such as **Varn** to join her Federation, and she promises members the protection of their mothership, *Voyager*. This, of course, all comes at a price, which gullible Varn is more than willing to pay for the protection from a sophisticated ship such as *Voyager*.

Dala's plans begin to go awry when the real *Voyager* experiences problems due to a faulty heating coil that Neelix traded with Sister Dala. Captain Janeway is also contacted by **Inspector Orek** of the **Telsian Trade Authority** who demands that *Voyager* provides them with the dilithium they owe. An investigation is launched, and Janeway hunts out Dala's vessel, which is being attacked by Varn's ship after he discovers that membership to the Federation has been extended to his enemies. In a masterful example of her quick thinking, Dala informs Varn that *Voyager* has come to defend its ship. Dala is transported to *Voyager's* brig, and is threatened with the possibility of being turned over to the Telsian penal system, which Tuvok, taking the cue from the real Janeway, exaggerates into being a place renowned for its barbarity. Dala does not relent, and escapes her confinement when she tricks Neelix for the second time. Using the *Delta Flyer* she rendezvous with her partners-in-crime to retrieve her booty; however, Tom Paris and the **Doctor**, who stow aboard the ship, sedate her, and the Doctor alters his physical parameters to look like Dala; now it's the impostor's turn to be imitated. He alerts *Voyager* of his location, and the duplicitous Dala and her crew are arrested.

Dala's fate is unclear; Janeway may have turned her over to the Telsian authorities. It is clear that this leopard will not change its spots; Dala will no doubt return with another scheme to increase her wealth.



★ Striving for more

Dala intends to make her life better by sullyng the good name and reputation of other, more respected individuals.



★ Face to face

Dala's confidence is not swayed when she is captured and confronted by the real Captain Kathryn Janeway.



★ Determined

Dala flees the U.S.S. VOYAGER NCC-74656 aboard the DELTA FLYER, unaware that her escape has been pre-arranged.



★ False Dala

The Doctor assumes the mantle of an impostor when he takes Dala's form in order to trick her crew into being captured.

ABLE ASSISTANT

Mobar

Dala may be the leader of the team of fraudsters, but she clearly depends on the abilities of her talented colleague **Mobar**. The two work well together, each taking their cues from the other and improvising so as to beguile their victims with their impressive performances. He proves instrumental in the first encounter with the crew of the **U.S.S. Voyager NCC-74656**, as he cunningly disguises a scanning device as a religious icon, which he uses to download the *Delta Flyer's* database while Tom Paris and Neelix are absorbed in prayer.

Mobar is as comfortable in his role as **Brother Mobar**, as he is when playing **Tuvok**, the security chief of the *Voyager*; in fact, it is the latter of these impersonations that he perhaps takes a little too seriously. Certain personality traits belonging to Tuvok have clearly impressed themselves upon Mobar, and this becomes obvious when he advises Dala by citing Federation charters, or when he attempts to employ his 'Vulcan logic' to find solutions to problems the group find themselves in. His physiology would indicate that he is from the same alien race as Dala, although he possesses a darkened skin, which makes him the perfect candidate for playing Tuvok. When it comes to collecting their bounty, however, there is little honor amongst these thieves.

▶ Clearly prospering

Mobar assumes Tuvok's personality traits, and comes to relish the role far more than he could have anticipated.



Ayelborne

Ayelborne leads the Council of Elders on the planet Organia when it becomes the first battleground in the imminent Federation/Klingon war of 2267. He is the archetypal peaceful, softly-spoken Organian, but he is not what he seems — something else he shares with his people.

The humanoid **Organians** live on the only **Class-M** world in their region of space. These simple agrarian folk have something of a reputation as a very peaceful and friendly people. They are rated **Class D-minus** on **Richter's** scale of cultures, but they are very much aware of the existence of life in the universe, and particularly of space faring races such as the **Vulcans**.

Ayelborne is typical of his people. He is a tall, dignified-looking man with a lined face, trimmed silvering beard, and a receding hairline. His gray robes are more subdued than those worn by other Organians. He has a sonorous, authoritative voice, which he uses to good effect as he warmly greets visitors to his world. He does so with a ritualized hand gesture.

Ayelborne is the chairman of the **Council of Elders**, the governing body on **Organia**. He denies,

however, that this places him in any kind of position of authority. He presides over a council of four other males of advanced age, though paradoxically he appears to be the youngest among them.

Still waters run deep

He takes with characteristic calm the news in 2267 that his homeworld may be under imminent threat of invasion. This news is delivered by the **Starfleet** officers **Captain James T. Kirk** and **Commander Spock** when the **U.S.S. Enterprise NCC-1701** is instructed by **Starfleet** to proceed to Organia. It is a dangerous period — negotiations between the **Federation** and the **Klingon Empire** have broken down, and a state of war is declared.

Ayelborne listens to Kirk's graphic description of what the **Klingons** do to enslaved races, but he appears unmoved. He insists that the Organians are a simple people with

PROFILE OF AYELBORNE

NAME: Ayelborne

LIFE FORM: Organian male

STATUS: Chairman of the Council of Elders

REMARKS: Benevolent higher being seen in the form of a humanoid male. His species have evolved to a state of pure energy and have transcended violence, negativity, and the pursuit of ego gratification.

FIRST SEEN: 'Errand of Mercy' [TOS]



▲ Ayelborne has a very calm and knowing demeanor. He prefers to abstain from conflict, and cherishes peace.

little to tempt a conqueror, regardless of the planet's strategic value. He also enigmatically maintains that his people are in no danger, and thus have no need to build defenses. Nothing can change his thinking, even the Federation's generous offer to provide support and technological assistance. It is the Organian way of life.

The elder admits freely to confiscating Kirk and Spock's **phasers** from them. He justifies this move by stating that were they armed, they might be

tempted to use violence. This he cannot allow. He will not permit his guests to be hurt by the invading Klingons, however, so he disguises Kirk as an Organian with the pseudonym **Baroner**, and passes Spock off as a **Vulcan** merchant.

He deals with **Commander Kor** of the Klingons in the same calm, implacable way that he handles Kirk. He is not frightened; he simply listens to the barely-veiled Klingon threats and then declares

that they will follow their new overseers' regulations. It appears the Organians have no other choice.

Pacifist

Ayelborne is forced into more decisive action when events around him escalate out of control. He cannot countenance Kirk's act of violence in blowing up the Klingons' munitions dump, and he informs Kor of the Starfleet captain's true identity rather than risk further bloodshed. He refuses to apologize for

ETHEREAL PRESENCE



★ Natural form

Ayelborne's natural form is a state of pure energy. Spock hypothesizes that the Organian's evolutionary status surpasses his by thousands of years.

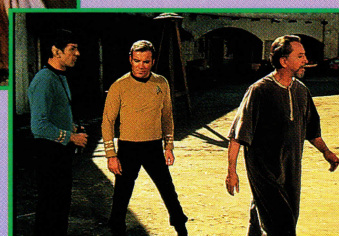
★ Calm and collected

Ayelborne has an extremely calm demeanor and is not easily ruffled; he and his peers accept most news with a small, seemingly placid smile.



★ Acceptance

Ayelborne leads the two strangers through the village, where they oddly receive no notice from the locals.



★ Welcome

Ayelborne is a gracious host, but grants the officers no influence.

Ayelborne



★ Wise old man

Ayelborne sees no reason to reveal his preternatural power or insight to Kirk and Spock.



"We are terribly sorry to be forced to interfere, gentlemen, but we cannot permit you to harm yourselves."

★ The rescuer

Ayelborne easily liberates Kirk and Spock from their Klingon prison after they have exhausted all possibilities of escape.

— Ayelborne reveals the truth behind the Organian way

will be immobilized.

The quietly-spoken, dignified man appears genuinely saddened to have been forced to take this step. It is not the Organian way – they find interference in the affairs of others "disgusting." Yet he is decisive when the moment arrives. He sees their intervention as merely bypassing the bloodshed to reach the stage of eventual agreement. He even foresees, correctly, that in the future the Klingon Empire and the Federation will become firm allies.

Higher evolution

Ayelborne orders both parties to leave Organia. The mere presence of beings with such discordant, hostile emotions is intensely painful to him and his race. He then reveals his true form – a dazzling blot of pure, incorporeal energy – before fading into nothing. His job is done. His legacy, distasteful to him though it may be, is an end to the fresh hostilities between the Federation and the Klingons, and the saving of countless lives.



★ Peace

Ayelborne and his peers are not concerned by the alarm Federation officers Captain James T. Kirk and Commander Spock express. He and his ilk are transcendent to them.

doing so; he simply states it is for the best.

The warrior Kor is disgusted by Ayelborne's pacifistic attitude. He accuses the Organian and the other council members of wearing stupid, idiotic smiles, and he doubtless takes this as an indication of their gullibility and lack of spine. This judgment appears to be borne out when Ayelborne simply accepts that 200 of his people have been murdered in cold blood.

Higher power

This preternatural calmness is, however, a result of the true nature of the Organians. The truth about Ayelborne and his people is that they have far greater powers and have evolved to a much more advanced plane of life than outward appearances would suggest.

Tricorder readings indicate that

their society has not progressed in any way over tens of thousands of years – because no one has died on the planet in that time.

Ayelborne is torn between his principles and the untenable situation when Kirk and Spock – unwitting of the reality of the Organians – vow to fight for the planet's freedom when they are released from captivity. He cannot stand by and allow the foolish, but brave, Starfleet officers to be injured, but at the same time such direct interference is inadvisable. His council's advice is to act.

This intervention takes the form of rendering all acts of violence within the Organians' realm impossible. Weapons on both sides begin to radiate a temperature of 350 degrees, rendering them unusable. Hand-to-hand violence is also outlawed. This effect encompasses the

vessels of both parties as well.

Ayelborne arrives in person to explain the bizarre circumstances to Kirk and the enraged Kor. He walks calmly into the midst of the mortal enemies with the detachment and authority of one who knows he has supreme power. He explains that as he stands before them, he also stands on Earth and the home planet of the Klingon Empire. He and his compatriots have decided to put a stop to the insane pending war.

The Organians cannot abide violence in any form, and Ayelborne is the eloquent voice of their point of view. He states that they cannot stand by and condone the bloodshed of war, condemning untold millions to death. Their terms are set in concrete: unless both sides agree to an immediate cessation, all of their armed forces, wherever they may be,

INCORPOREALITY

Higher form

The Organians were once humanoid, but they have developed far beyond the need for physical bodies. They cannot be harmed by mortal means, which explains their calm acceptance of the apparent deaths of a number of their people at the hands of the Klingons. They also have an instant awareness of anything that happens within their sphere of influence. They know instantly, for example, of the arrival of Klingon vessels in orbit, and the deployment of hundreds of troops on their planet's surface.

▼ With age comes wisdom

The Council of Elders acts as the advisory committee, not an authoritative agency, to the inhabitants of Organia. They make the decisions that are required when dealing with off-worlders.



★ Simple mind

The Council of Elders do not see eye to eye with Captain Kirk.



★ Disguise

Ayelborne's people dress Kirk as Baronet, and he seizes the opportunity to gather Klingon intelligence.



Mari Engrammatic Devices

During shoreleave on the *Mari* Homeworld, a planet populated by telepaths, Lt. B'Elanna Torres of the *U.S.S. Voyager NCC-74656* unknowingly becomes involved with a group of Mari who trade in the violent thoughts of other species.

The *Mari* government have outlawed violent thoughts on their world, and during the past three generations the result has been a dramatic drop in crime. Unknown to the Mari Constabulary, however, a black market trade in violent thoughts has been operating for sometime. The prominent figure involved in this is **Guill**, a merchant who has been conspiring with individuals to provoke violent thoughts which he can telepathically draw from unsuspecting travelers for the purpose of selling them on this black market.

Violent outburst

In 2373, an image extracted from the mind of Lt. B'Elanna Torres of the *U.S.S. Voyager NCC-74656* proves too much for **Frane**, Guill's collaborator, making him lose control and resulting in a random attack on a helpless man in the market place. This alarms the Mari Constabulary, since violence has been almost non-existent. **Nimira**, the chief examiner of the Mari Constabulary begins her investigation by taking **Captain Kathryn Janeway**, Lt. Torres,

and **Neelix** to an interrogation room.

This facility is a large, multiple-sided room, with a single sliding door opening onto a well lit area. Located in the center of the room is a large table, behind which are positioned a few small chairs. The predominant feature in the room is a large, cushioned chair with a small red insignia and a metallic headrest. Behind the chair is an operator's console, and located on the wall

are a series of hollow tubes of various lengths and diameters.

The main function of the chair is to assist the operator in monitoring a suspect's thoughts telepathically, and to maintain a record of the statement for further review. The headrest is the main device used to record the engrammatic activity, and situated at the rear of this are a number of controls that are used during the procedure to monitor and



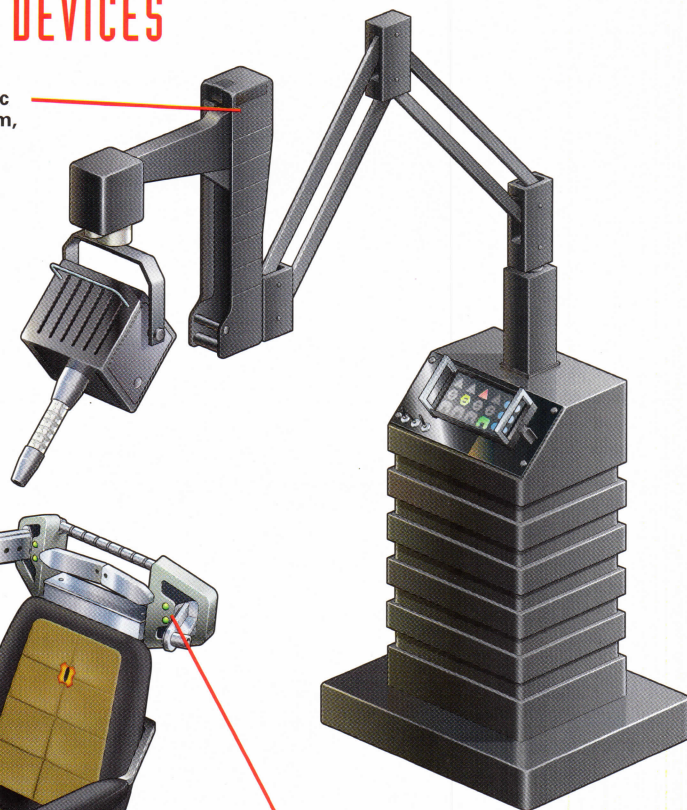
▲ *Mari technology has a sterile feel, making the facility appear very daunting to those undergoing procedures.*

MARI ENGRAMMATIC DEVICES

The extended probe of the engrammatic purge device is held on a movable arm, allowing it to be maneuvered into a precise position.

1 Secure chair The chair used in *Mari* engrammatic procedures is comprised of a padded seat, which is augmented with metallic components located at head-level. In a number of cases, secure upper-body bonds can also be implemented.

Foot clasps are located at the bottom of the chair to prevent a suspect from escaping during an engrammatic procedure.



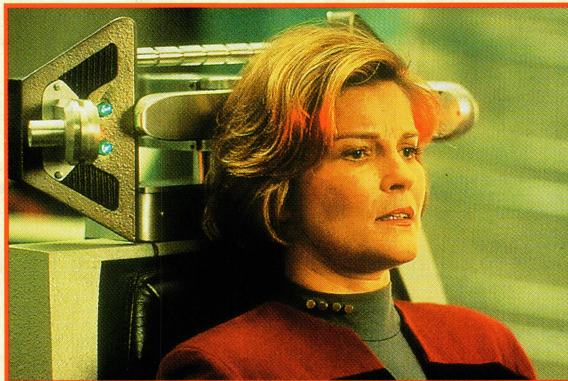
A series of small lights are located on the metal arms that extend out from the headrest. These are illuminated when the engrammatic procedure begins.

2 Engrammatic purge This device is comprised of a freestanding unit which is positioned behind the chair. A small control panel is located at waist height, and a probe held on a flexible arm is directed toward the head of the suspect when a procedure is due to begin.



▲ *Chief Examiner Nimira of the Mari Constabulary watches as Lt. B'Elanna Torres undergoes an engrammatic procedure.*

Mari Engramatic Devices



▶ Captain Kathryn Janeway's engramatic patterns are investigated by the Mari in 2373.



▶ Captain Kathryn Janeway confronts Nimira over the barbarity of her Mari chair.

▶ Lt. B'Elanna Torres is securely strapped into the chair, while Chief Examiner Nimira makes final adjustments prior to subjecting B'Elanna to a dangerous engramatic purge.

bookmark certain engramatic thoughts. When the chair is in use, the entire wall behind it is illuminated. The tubes glow a brilliant amber, and other instrument panels not usually visible start to glow with activity. The console consists of several touchscreen control panels.

The headrest is activated from behind, and a slight whirl is audible as the machine powers itself, ready to begin the procedure. Two metal arms extend from the headrest past the temples of the suspect when seated in the chair. A soft red light is located at the end of each arm that glows against a suspect's temples. Situated slightly behind these are two small bright green lights, approximately 10 centimeters apart, that flash in a synopated fashion, and at the base are two emerald green lights that indicate the machine is operating. On the desk in front of the operator is a small touchscreen pad used to take notes during the interrogation.

Guilty as charged

Following an investigation by Nimira, Lt. Torres is taken into custody, and is eventually charged with "aggravated violent thought resulting in grave bodily harm."

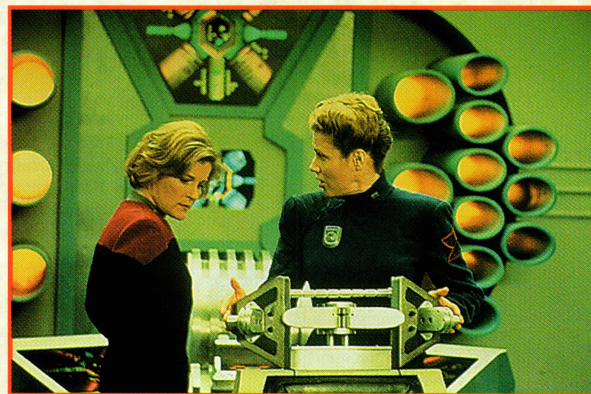
The **reorientation chamber** is very similar to the interrogation room, but considerably darker. There is a very distinct difference in the purpose of this room and the chair which dominates it, however. After concluding an investigation and finding the accused party guilty, the Mari Constabulary proceed to conduct an engramatic

purge. This medical procedure identifies and removes any offending images from the person's mind, as demanded by the prohibition of hostile thought in Mari society. In Lt. Torres's case her violent thought causes Frane to attack the man in the street, regardless of her performing any physical act.

Dangerous minds

As opposed to being responsible for one's actions, on the Mari homeworld one is responsible for one's own thoughts. The Mari feel strongly since they are a telepathic race, and the importance of controlling one's thoughts is of vital importance. Thus, conducting the engramatic purge could result in neurological damage. Nevertheless, the procedure is deemed necessary in treating Frane, as once the images are located and extracted from Torres the same images may be removed from Frane's mind as well. Prior to

▶ Mari Chief Examiner Nimira conducts many of the procedures herself.



Lt. Commander Tuvok's discovery of the black market trade in illicit and violent images, Torres is taken to the reorientation room to undergo the procedure, but it is halted due to Tuvok's revelations.

Strapped in

The reorientation room chair looks similar to the one used to record engramatic activity, but its actual purpose is to purge the offending thoughts from the subject's mind. The chair is situated in the middle of the room, and is reclined in a horizontal position. Located on the base of the chair are two metallic ankle restraints, and further up is located a large leather strap used to hold the torso of the subject firmly in position.

Since B'Elanna Torres is not Mari, adjustments and slight modifications are made to the engramatic purge device's configuration. Chief Examiner Nimira also notes the importance of increasing the electrochemical

▶ Torres can do little to prevent the procedure from taking effect as a throbbing probe is lowered toward the top of her head. The engramatic purge is dangerous enough on Mari citizens, let alone a half human, half Klingon from the Alpha Quadrant.

displacement during B'Elanna's treatment since one miscalculation could result in damage to her cerebral cortex.

The engramatic purge device is actually two machines in one. First, it comprises a headrest component similar to that used in the recording of engramatic thoughts. This is used to locate the image from the previous interrogation, and correlates the prevalent information to the actual purge device. The engramatic purge device itself looks very similar to a 20th-century dental light, but where the light would be, a long conical tube extends down toward the subject's head. The mechanical arm extends back to a console that features a small number of touchscreen panels that are used to monitor and adjust the procedure's effects. Due to the dangerous nature of such an operation, a skilled technician must be present to use the machine correctly, and within precise parameters.





FILE 71 STAR TREK: VOYAGER

'Shattered'

A bizarre temporal anomaly separates the *U.S.S. Voyager NCC-74656* into a multitude of distinct time zones, across which Commander Chakotay and a hesitant, younger incarnation of Captain Kathryn Janeway must travel in an effort to reintegrate the starship.

'SHATTERED'

"Your body was in a state of temporal flux. You had the liver of an 80 year old man and the kidneys of a 12 year old boy. Fortunately I was able to create a serum that brought you back into temporal alignment."

— The Doctor

One of Commander Chakotay's regular dinner appointments with Captain Kathryn Janeway is interrupted by a **gravimetric surge** that threatens to overload the *U.S.S. Voyager NCC-74656*'s **warp core**.

The cause is a spatial rift that opens directly in front of the ship, and electrical discharges from within encompass it. Chakotay attempts to stop the warp core breach, but he is felled by an escaping energy bolt.

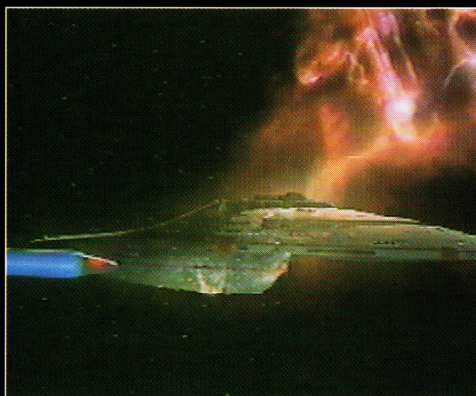
He recovers consciousness in sickbay, where the **Doctor** informs him he had been in a state of temporal flux, but a chronoton-based serum that he developed solved the problem. This Doctor, however, has no **mobile emitter** and cannot leave sickbay. En route to the bridge, Chakotay passes through a shimmering energy field, and on his arrival he is unknown to Captain Janeway or the rest of the crew. From their comments he realizes they exist in a time prior to his affiliation with *Voyager*, before the ship left the **Alpha Quadrant**. He is confined to the brig as an interloper, but is again enveloped in energy in the **turbolift**, and his guards disappear. In Main Engineering he finds himself in the time when **Seska** and the **Kazon** had taken command of *Voyager*.

Temporal tears

Chakotay deduces that different sections of *Voyager* exist simultaneously in various times, yet he is the only person able to move between zones. He confides in the Doctor, having concluded that the Doctor's chronoton-based serum is what permits him to cross between the assorted time zones on the ship. The Doctor provides a **hypospray** version of the serum, in order for Chakotay to gather allies.

He returns to the bridge, but is unable to convince Captain Janeway that he is from her future, and has to resort to forcefully injecting her with the chronoton serum. She experiences its effects, but still does not trust Chakotay fully, although she follows him to the **Astrometrics Lab** that she doesn't even know exists. Chakotay hopes the temporal sensors available there may aid in stabilizing *Voyager*. On arrival, Chakotay and the captain are greeted by adult versions of **Naomi Wildman** and **Icheb**, who inform them that they both died 17 years previously.

ON SCREEN...



1 The *U.S.S. VOYAGER NCC-74656* enters a spatial rift that separates the starship into a number of distinct time zones from both its past and future.



2 Commander Chakotay is injured in Main Engineering. Part of his face appears to have aged a considerable amount, and he is swiftly taken to sickbay.



3 The recovered Chakotay heads for the bridge, where a past incarnation of Captain Kathryn Janeway orders him to be taken into custody.



4 The commander flees the bridge, but discovers that engineering has also suffered from the temporal disruptions; Seska and the Kazon control this part of the ship.



5 Chakotay attempts to convince Janeway to inject herself with the Doctor's chronoton serum. She is hesitant, however, and he resorts to kidnapping her.



6 Chakotay and Janeway enter *VOYAGER*'s Astrometrics Lab, only to find that future incarnations of Icheb and Naomi Wildman operate this facility.



'Shattered'

Naomi and Icheb have realized what occurred, and have been working for the past 17 years to restore the ship, hindered by their inability to pass between time zones. Now convinced, the captain willingly accompanies Chakotay to search for **Seven of Nine**, hoping her expertise in temporal mechanics can rectify the situation. The period in which Seven is trapped is just after her self-awareness, but she is still very much **Borg** rather than human. She suggests utilizing Borg equipment throughout *Voyager*, thus forcing temporal unity on activation. *Voyager* will return to the moment of temporal fracture, and Chakotay will have a few seconds to prevent a recurrence.

A fiendish plan

Infusing the ship's biocircuitry with the Doctor's serum will obviate the necessity of constructing devices, and should provide the necessary stability, but there are assorted dangers to be faced while crossing time periods. Captain Janeway learns *Voyager* will become stranded in the **Delta Quadrant**, and is perturbed by the dangerous glimpses into her future, questioning how many of her original crew will die. The greatest peril occurs in the **holodeck**, which is running one of **Tom Paris's Captain Proton** programs. **Dr. Chaotica** recognizes Janeway from her role as **Arachnia, Queen of the Spider People**, and intends to put her to death for betraying him. The captain plays up her role, however, convincing Chaotica of her love, and she is released.

Further encounters with *Voyager's* crew include a **Maquis B'Elanna Torres** and Tom Paris providing medical assistance in a galley used as a makeshift sickbay to cope with an outbreak of radiation poisoning. Here, Janeway watches her old friend **Tuvok** die, and concludes that she must not repeat the decisions that saw *Voyager* stranded. She suggests somehow attempting to restore a single timeframe on *Voyager*, but uniting it at the time she was snatched from. Chakotay convinces her that she has only witnessed negative aspects of the future, and she should consider the many positive roles *Voyager* has played in the **Delta Quadrant**.

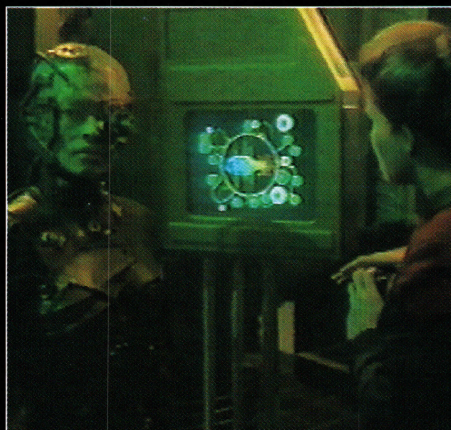
Seska is not so easily convinced. She deduces that Chakotay must have come from a time after her occupation of *Voyager*, meaning that she failed. She intends to

recalibrate Chakotay's computer programming to ensure that when *Voyager* unifies, it is in her time period, under her control. The situation is averted by an attack led by Janeway consisting of crew members inoculated with the chronoton serum.

Seven's plan works, and Chakotay returns

to his present. He resets the controls to have *Voyager's* **deflector dish** attract the anomaly's discharges, and while they burn the dish out, the remainder of the ship is unaffected. When the captain asks for an explanation, Chakotay cites the **Temporal Prime Directive** in refusing to reply.

ON SCREEN...



7 Chakotay and Janeway meet with an earlier incarnation of Seven of Nine, who informs them how to reintegrate the temporal fractures affecting VOYAGER.



8 The Doctor provides Janeway and Chakotay with enough chronoton serum to inject all of the bioneural gel packs aboard VOYAGER.



9 Captain Janeway is captured by Dr. Chaotica upon entering the holodeck. He recognizes her as his beloved Arachnia, Queen of the Spider People.



10 In the mess hall, Janeway watches as her old friend, Lt. Commander Tuvok, dies from injuries he sustained as VOYAGER entered the anomaly.



11 With the help of past and future versions of the crew, Janeway and Chakotay successfully retake Main Engineering from Seska and the Kazon.



12 Chakotay coordinates the procedure that reintegrates the 37 different time zones that exist within VOYAGER, without any adverse effect on the crew.

STARSHIP FACTS

A The adult incarnation of Naomi Wildman states that the U.S.S. *Voyager* NCC-74656 has been fractured into exactly 37 different time periods.

A Lt. Tom Paris treats the effects of the time-shattering anomaly by dispensing netrazine to the ailing crew members in the mess hall. When these supplies run out, he orders that analeptics be used instead.